Tales of Vesperia®

Tales of Vesperia
REMASTER

Tales of Vesperia REMASTER

Tales of Vesperia REMASTER PERFECT GUIDE

PERFECT GUIDE

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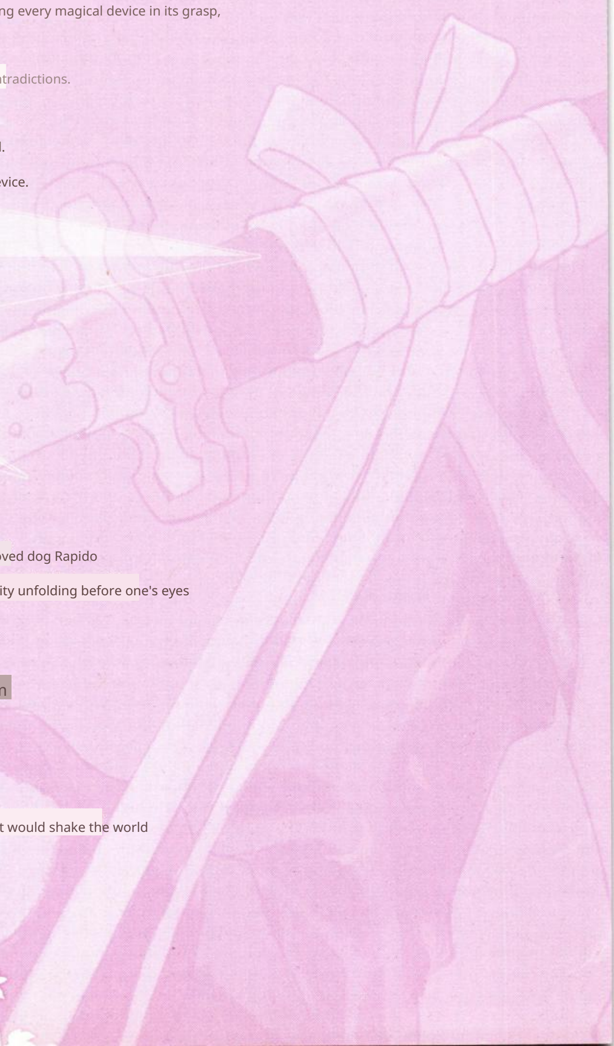
※This book is a revised and expanded edition of the "Tales of Vesperia Perfect Guide" PS3 version.
※Controller button labels follow the PS4 version.
※Screen images are from the PS4 version.

Prologue

Prologue



Moving by drawing sustenance from the primordial source Eal
Brastier
Ancient creation, a magic device.

The benefit goes to Teruka Lymilece
Brought great prosperity.

Brastier
The empire, which boasted its splendor by holding every magical device in its grasp,
but because of the vastness of the country
In the past as in the present, it harbors many contradictions.

Conflict with the autonomous organization Guild.
Brastier
An unseen conspiracy surrounding the magic device.
And the inequalities permitted by law.

Dissatisfaction will never cease to exist
as long as people judge one another.

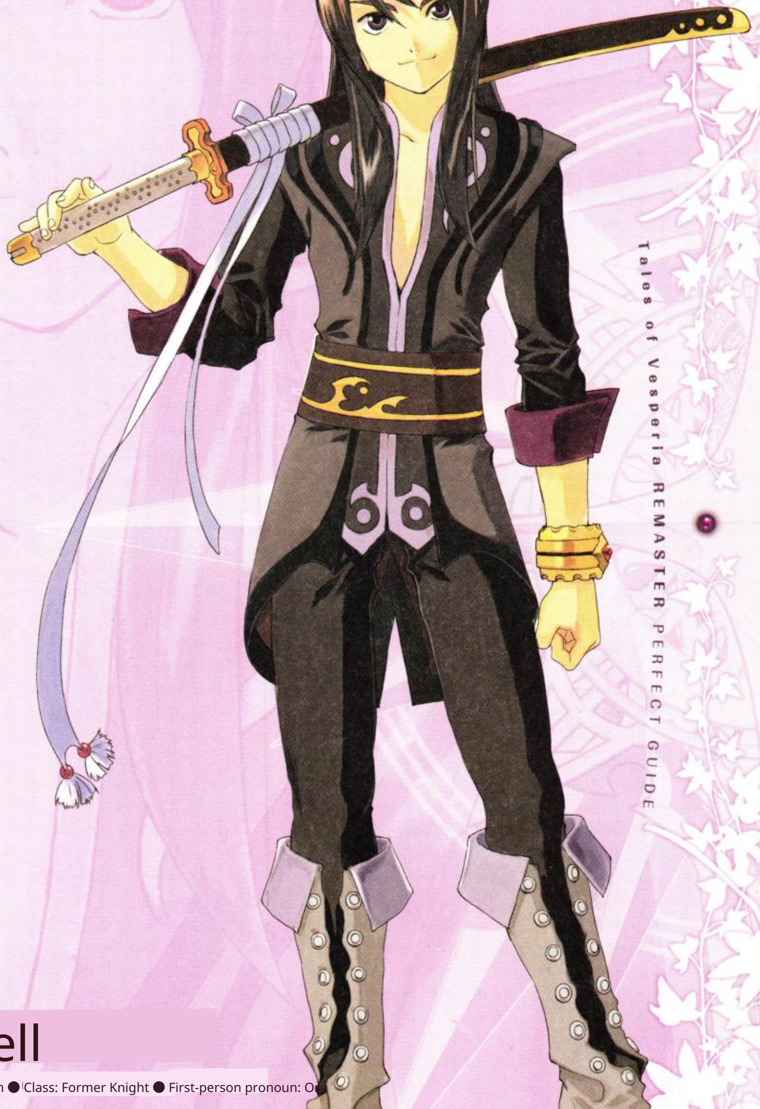
Gaze wearily at such everyday life
One former knight, Yuri Lowell.

He, who lives in the downtown area with his beloved dog Rapido
Between the empire's lofty rhetoric and the reality unfolding before one's eyes
Could not hide his irritation.

I hold a vague longing for world reform
He leaves the Imperial Capital.

The "justice" that I, in my own way, believe in.
That this would later create a major current that would shake the world
Without knowing――。

Yuri Lowell



I've already made my choice

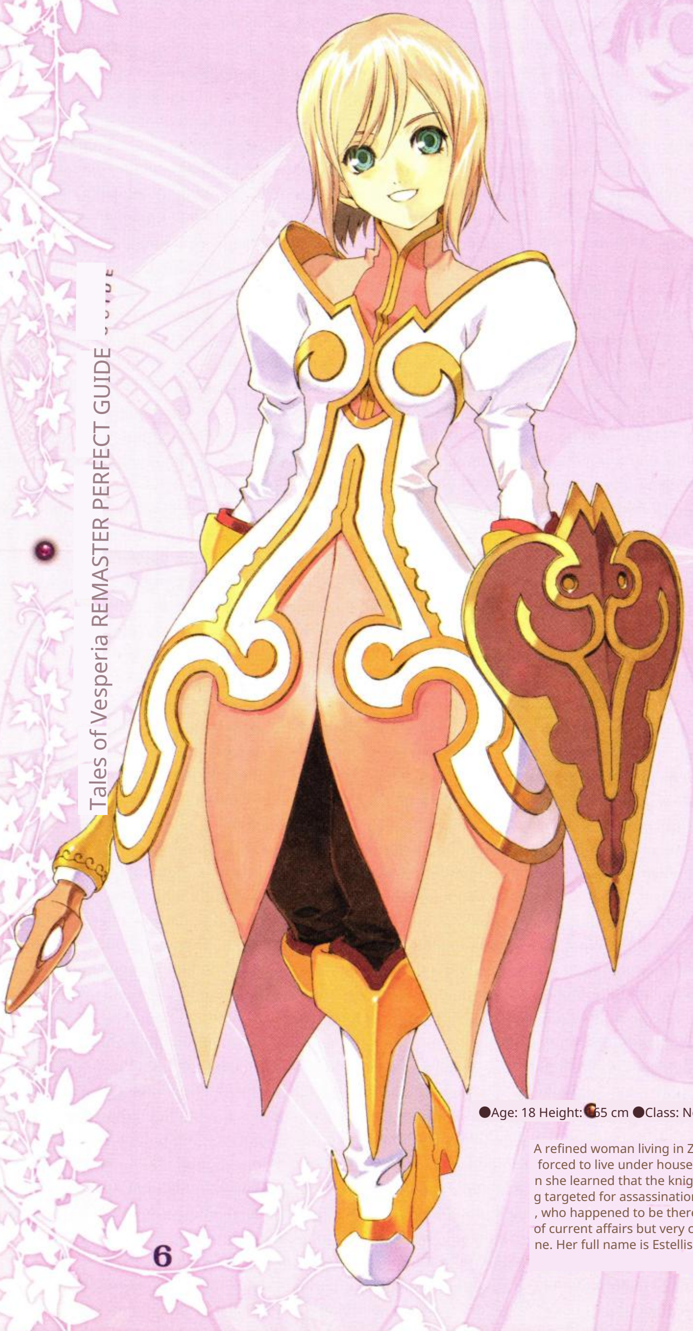
Have you forgotten?

CV: Kosuke Toriumi

Yuri Lowell

●Age: 21 ● Height: 180 cm ● Class: Former Knight ● First-person pronoun: Ore

A young man lodging in the lower district of the imperial capital. He once belonged to the Imperial Knights but resigned after feeling a gap between the reality and his ideals. Although he questions a society where only nobles and officials become happy, he grows increasingly frustrated by his inability to change it. After being imprisoned for trespassing into a noble's mansion, he meets Estelle and, while pursuing the Magic Core thief, sets out beyond the barrier to grant her wish.



The one who decides is me, right? ...No, that's not it.

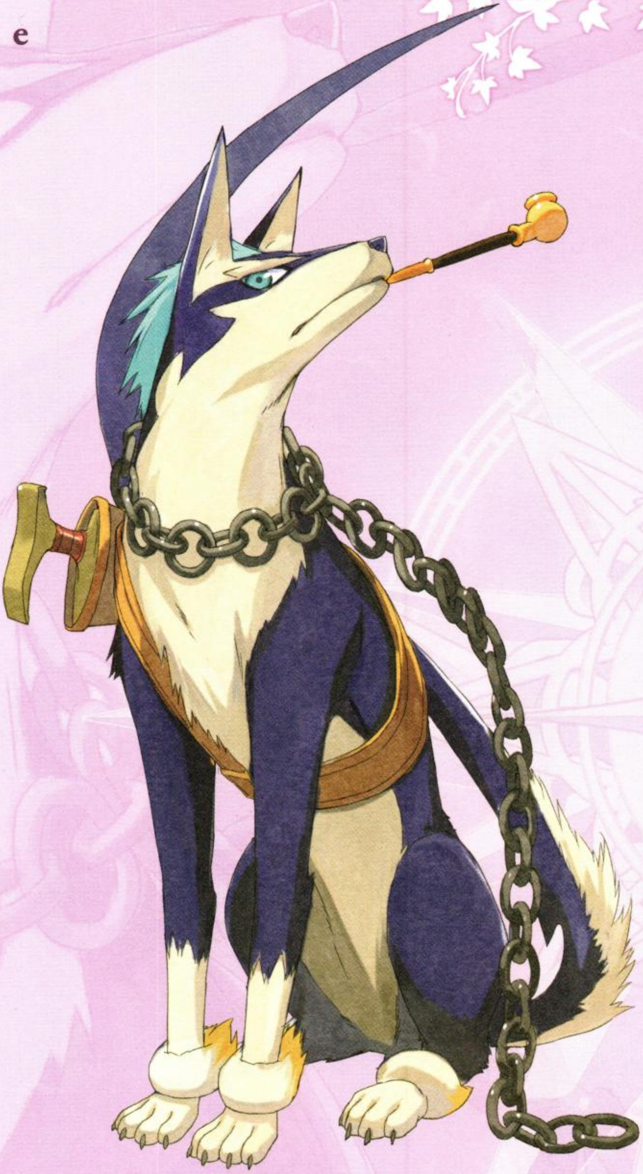
CV: Mai Nakahara

Estelle

●Age: 18 ●Height: 165 cm ●Class: Noblewoman ●First-person pronoun: watashi

A refined woman living in Zaphias Castle in the Imperial Capital. She was forced to live under house arrest amid the court's conspiracies, but when she learned that the knight Flynn, with whom she was close, was being targeted for assassination, she escaped the castle with the help of Yuri, who happened to be there, to warn him of the danger. She is ignorant of current affairs but very curious and cannot leave people in trouble alone. Her full name is Estellise Sidos Heurassein.

Repede



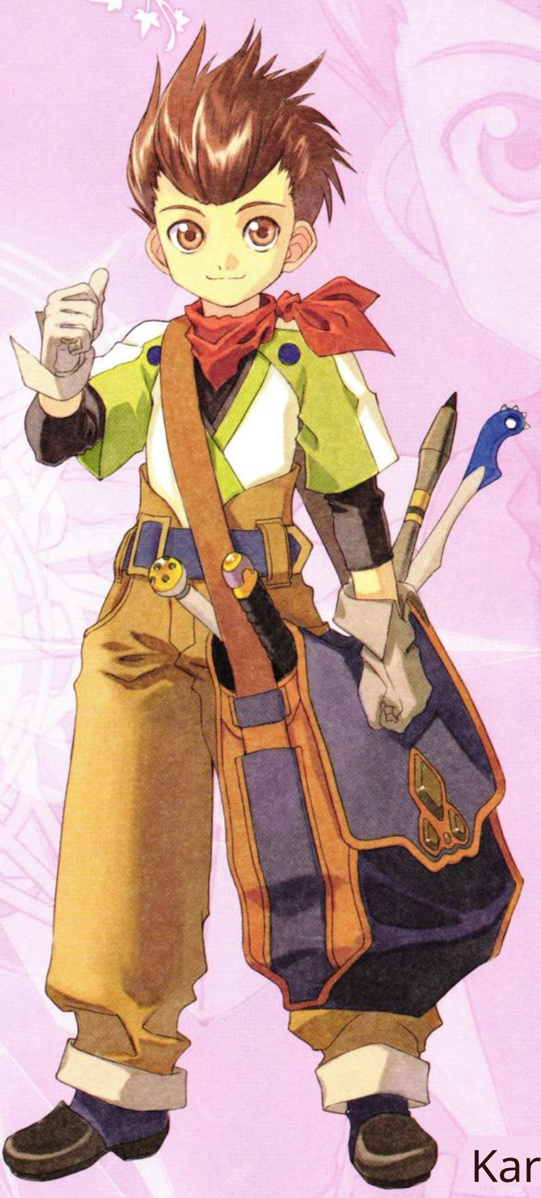
CV: Makoto Ishii

Lapid

●Age: 4 and a half years Height: 170 cm (including tail) Class: Combat Dog First-person pronoun: ???

He is Yuri's beloved dog. He behaves as if he understands human speech, acting as an excellent partner to Yuri. He carries the kiseru pipe kept as a memento from his previous owner and stands solidly, exuding the presence of a boss of the lower town. He does not get attached to anyone other than Yuri; he deliberately nuzzles people who dislike dogs and tends to avoid those who try to befriend him, teasing humans and enjoying their reactions.

Karol Capel



E-It's Ace's moment to shine...
It's the last one!

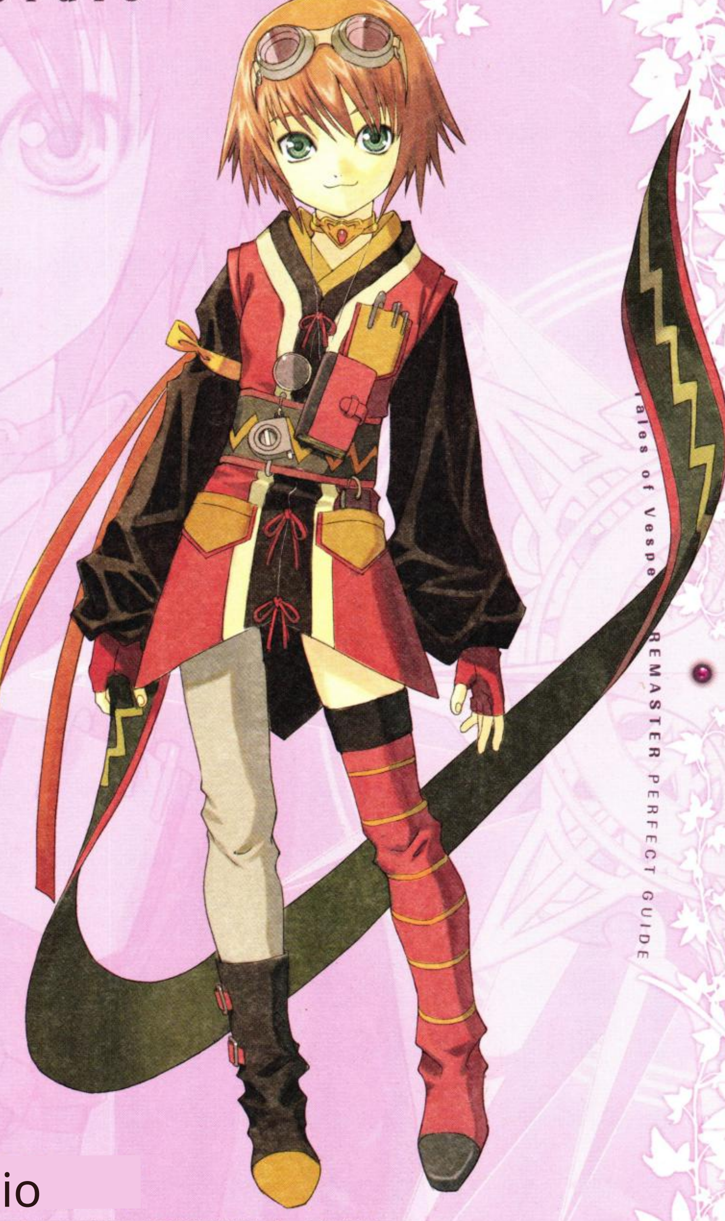
-CV: Kumiko Watanabe

Karol Capel

●Age: 12 years Height: 135 cm ●Class: Young Warrior First-person pronoun: Boku

He is the self-proclaimed ace of the monster-hunting guild "Demon-Hunting Sword." His innate timidity and tendency to act alone led to his に、 dismissal, and he joins Yuri's journey to find his place. His skill with a giant hammer in battle is solid, but his showy and overreaching tendencies often work against him. He places immense trust in Yuri, who, while teasing him as "Teacher Karol," nonetheless recognizes him as a man.

Rita Mordio



Using such a strange method of casting spells,

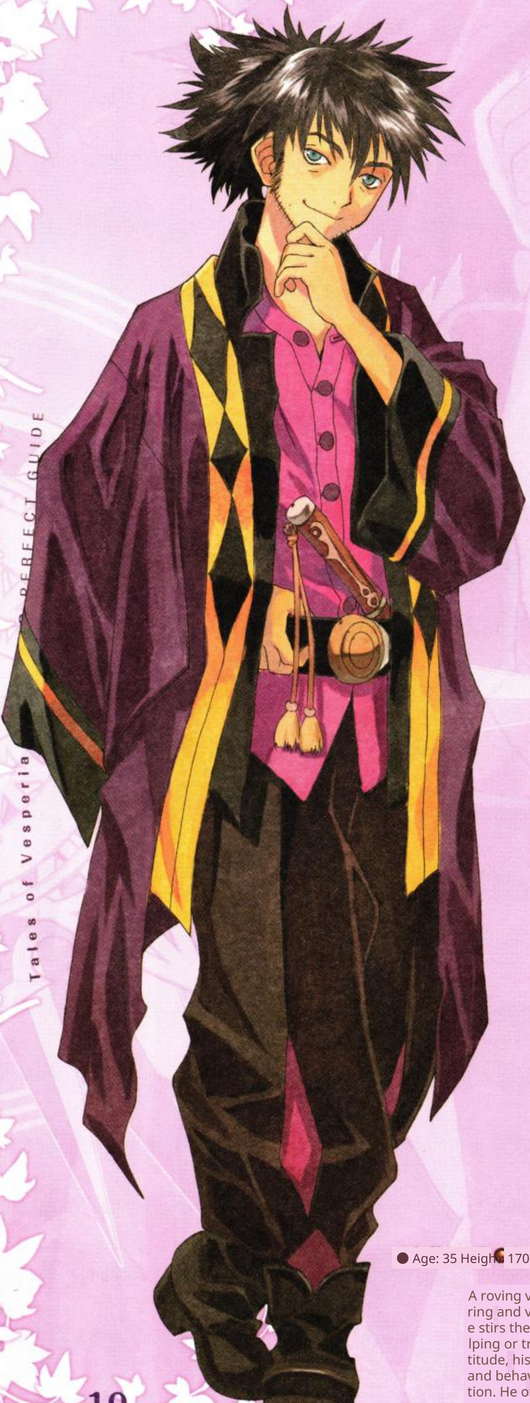
The magical device is pitiable, isn't it!

CV: Rika Morinaga

Rita Mordio

Age: 15 Height: 150 cm Class: Mage (Magitechnology Researcher) First-person pronoun: atashi

She is said to be the foremost authority in magitechnology research, a name no one in the field is unfamiliar with. While she treats magitechnical devices like family, she openly declares that socializing is bothersome, so she is sarcastically called the "Genius Magitechnical Girl." Falsely accused of being the magilord core thief Yuri is pursuing, she joins the journey to clear her name. She sees through Estelle's unique abilities and gradually comes to worry about her well-being.



Humans, when there's a reward

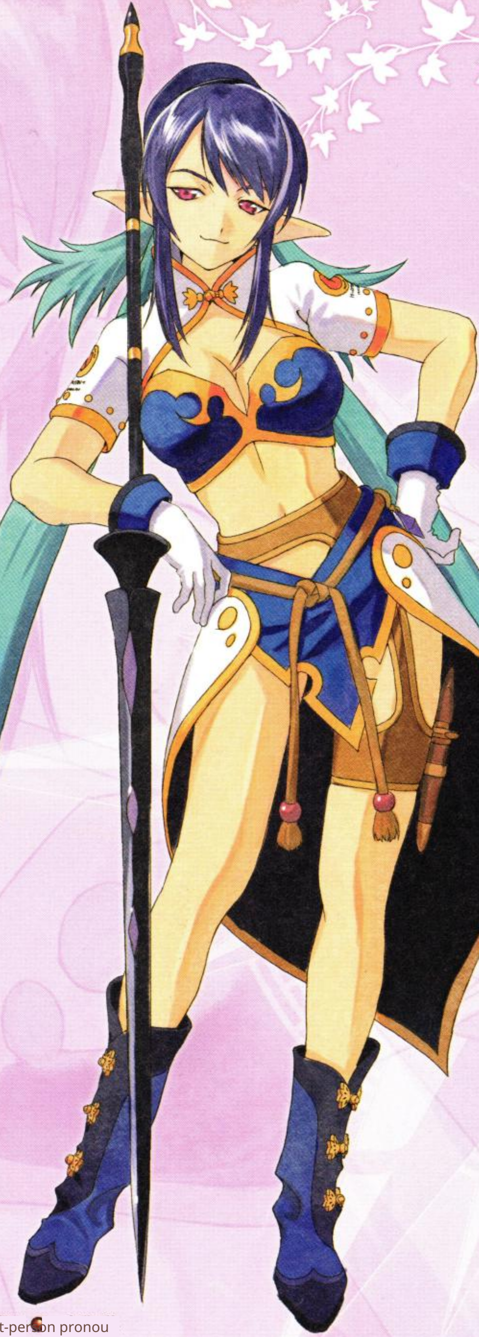
They say you can do your best, don't they?

CV: Eiji Takemoto

Raven

● Age: 35 Height: 170 cm Class: Vagabond First-person pronouns: ore-sama, old man

A roving vagabond who, on a whim, assists Yuri in escaping. Appearing and vanishing unpredictably wherever Yuri and his party go, he stirs the group with actions that make it unclear whether he is helping or trying to set a trap. However, contrary to his nonchalant attitude, his skill with bow and dagger is top-tier. In his casual words and behavior there are glimpses of an un-amateurish air and erudition. He often refers to himself as "the old man."



Different selection

If the chosen path is the same, we'll go together

If you think it's wrong...

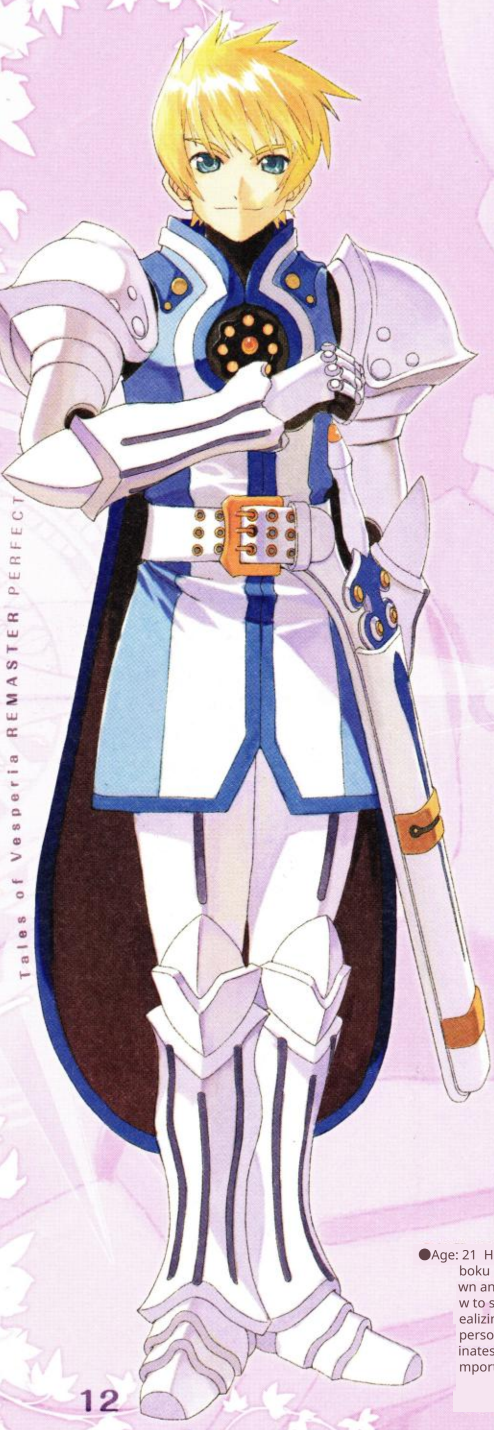
I am not here

CV: Aya Hisakawa

Judith

●Age: 19 ●Height: 175 cm ●Class: Spear User ●First-person pronoun: I A seductive Kritia woman who wields a spear. She was imprisoned in a mercenary group's hideout and escaped after cooperating with Yuri. While calm and pleasant in her manners, she is belligerent toward those she dislikes. She also often acts mysteriously and makes evasive remarks, and while she is friendly with the party, she prefers to keep them at arm's length. Her name is apparently hard to pronounce, so Yuri calls her "Judy."

Flynn Scifo



We are knights

Knights who protect the citizens with these swords!

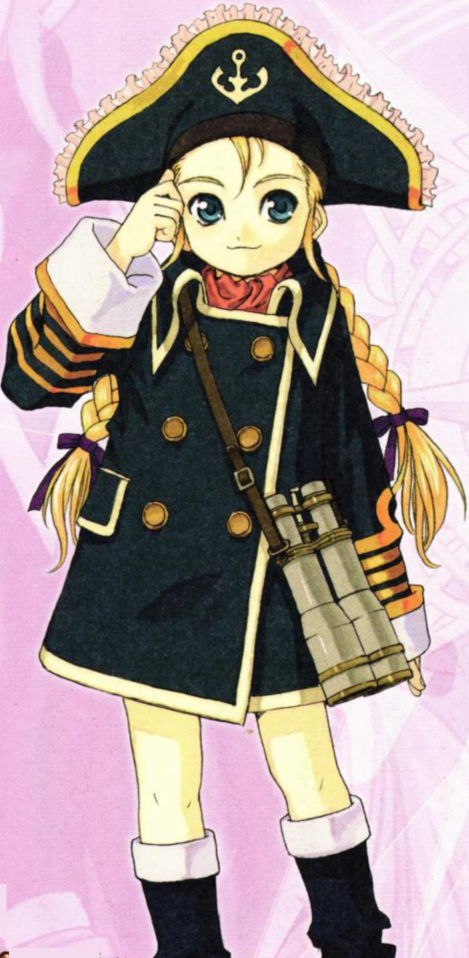
CV: Mamoru Miyano

Fren Seifo

●Age: 21 Height: 180 cm ●Class: Imperial Knight ●First-person pronoun: boku He grew up together with Yuri in the imperial capital's lower town and joined the knight corps around the same time. Bound by a vow to support the Empire, even after Yuri left he stakes his hopes for realizing that ideal on his official duties. His sincere, discipline-valuing personality is highly regarded, and he is deeply trusted by his subordinates. Although he calls the knight corps nothing more than a self-important group, he feels frustrated with Yuri, who still smolders in the lower town with

Patty Fleur

Tomorrow is another day,
Whatever will be, will be, it is so.



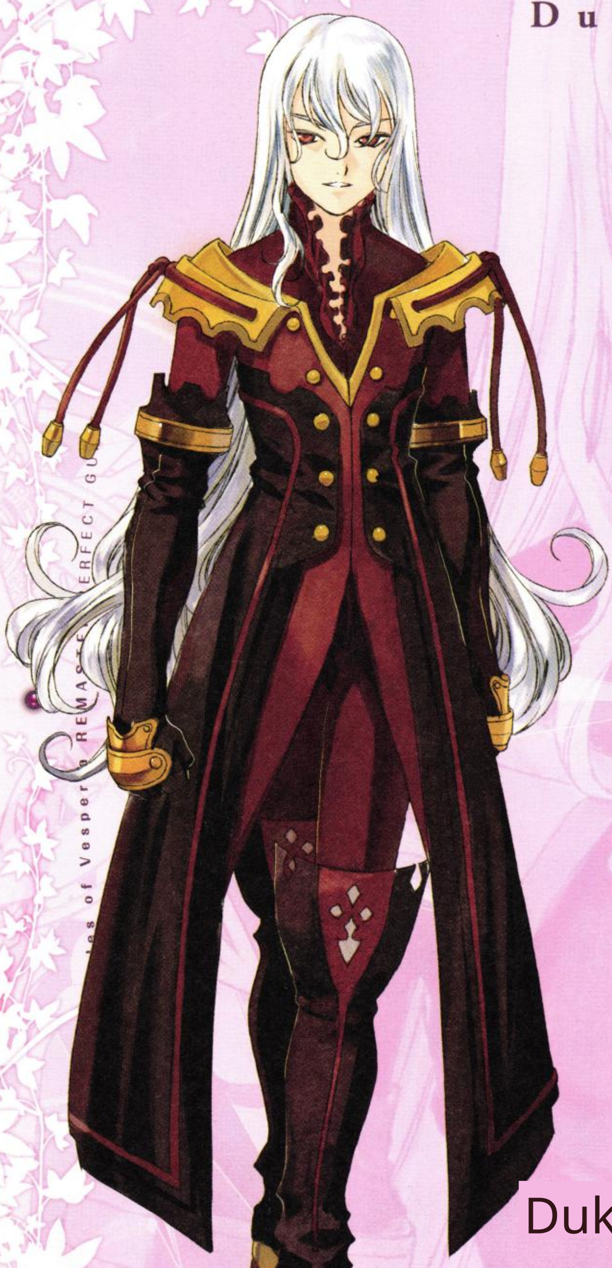
CV: Chiwa Saitō

Patti Fleur

●Age: 14 years old ●Height: 132 cm ●Class: Adventurer ●First-person pronoun: uchi

A self-proclaimed girl adventurer who appears across the land in search of the great treasure of the pirate Aifreed and the grand romance associated with it. She skillfully handles firearms—which are few in number and difficult to use, and therefore avoided by others—and travels the world, not treating danger as danger. Despite an adorable appearance that makes her look younger than her age, her manner of speaking is unmistakably that of an elderly person. She even speaks philosophica

Duke Pantarei



To be among humans

Italian

There is no meaning

A single life is not superior in the world

CV: Rikiya Koyama

Duke Bantalei

●Age: Unknown Height: Unknown First-person pronoun: watashi (

A silver-haired man exuding a fantastical, otherworldly aura. He carries a beautiful sword capable of controlling Ael, the source of all things that fills the world. He wanders across various regions of the world, and his travels often intersect with Yuri's. He despises human society mired in selfishness and even denies magical devices that protect the world, though his true intentions are unclear. He appears to be an old acquaintance of I

SYSTEM

Tales of Vesperia REMASTER PERFECT GUIDE

〇System

SYSTEM

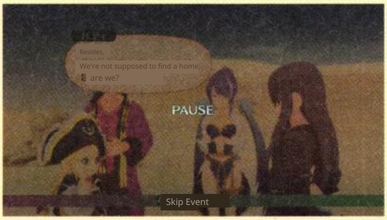
Basic Systems

First, we will explain the basic systems you should at minimum keep in mind to progress through the game. Prepare thoroughly before setting out on your adventure.

Fundamentals of Adventure

Game Overview

This work, "Tales of Vesperia," is an epic adventure in which the protagonist Yuri travels the world while meeting companions and faces numerous hardships that lie ahead. The scenario is basically linear, but there are many things for the player to do, such as battles with enemies, character training and strengthening, and a wealth of side events. To efficiently advance through a long and arduous adventure, it is most important to have a good understanding of the game systems.



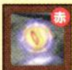
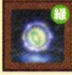
Besides,
We're not supposed to find a home,
are we?

Events and movies that unfold at key points can be paused with the OPTIONS button and skipped using the button.

Saving play data

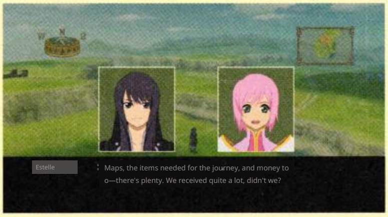
When on the field map, you can save your play data at any time from the menu's "Save/Load". In towns and dungeons, at key locations you can stand on a "memory symbol" and press the button to save. If you see a memory symbol in a dungeon, be sure to save to prepare for any emergency.

Types of memory symbols

 赤	A memory symbol that only allows saving. Found in towns or at midpoints in dungeons.
 緑	Touching it fully restores all party members' HP, TP, and cures status ailments. Mainly placed just before boss fights.

Gain information from skits

When a "Skit Title" is displayed at the bottom left of the screen, pressing the touchpad button starts a conversation between the characters. These are called skits; they provide adventure-related information and strategy hints, or sometimes simple banter that reveals unexpected sides of the characters. There are over 500 skits available, so check the "Skit Data" on page 564 for when and how they occur, and try to trigger as many skits as possible.



Estelle
Maps, the items needed for the journey, and money too—there's plenty. We received quite a lot, didn't we?

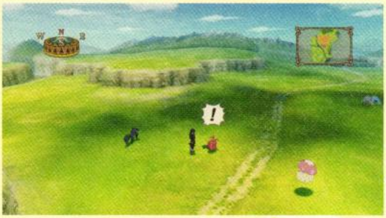
Many scenes can no longer be viewed if you miss the timing. When a skit title appears, trigger it immediately.

Field Map

Field Movement

The field is a vast outdoor area where towns and dungeons exist. Yuri and his party travel across fields where enemies roam to reach their next destinations. At first, movement is limited to walking, but as the scenario progresses, vehicles that can travel on the sea and in the sky become available.

Also, on the field you can recover HP and TP using lodging items such as "goza" or "tents." However, lodging items cannot be used again until the current battle has finished.



The mini-map at the top right of the screen and the world map (→P21) gradually fill in with the areas you have traveled on the field.

Two Types of Vehicles

Fiertia

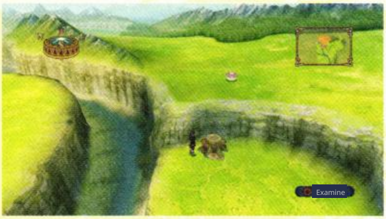
A ship that can travel on the sea; boarding and disembarking are only possible at towns with ports or on sandy beaches. It cannot pass through shallow areas even on the sea.

Baur

A giant flying creature that carries the Fiertia a while in flight. It can be boarded and disembarked on both land and sea.

Exploration Points and the Inn "Adventure King"

Stumps, animal bones, and similar objects seen here and there on the field are called "exploration points." If you approach and examine them with a button prompt, you can obtain synthesis materials (→ P19). Also, the inn "Adventure King," whose location changes as the scenario progresses, is a lodging facility like the inns in towns. It is involved in many side events, so use it when you find it. The locations of exploration points can be checked on page 132, and the spawn locations of the inn "Adventure King" can be checked on page 306.



When you take an item, the exploration point disappears, but it can randomly respawn when you rest at an inn or use items like "tents."

Weather Changes

On the field, the timing of visiting an area and, starting from the third part of the scenario, using inns or lodging items can change the weather. See page 128 for each region's weather patterns. Weather not only changes the types of monsters that appear in that region but also affects the power of certain artes and skills (→ P42). For artes and skills affected by weather, please check "Character Data" from page 53, and for monsters, refer to "Monster Data" from page 412 onward.

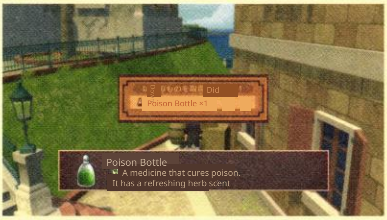
Sunny (*)
Nightfall
曇り
Rain
Sandstorm
雪
Fog
Unknown

※When the "Sunny" icon appears and the surrounding scenery has a reddish tint, it is considered "Evening."

Towns and Dungeons

Features and Facilities of Towns

A town is a general term for a city or settlement where many people live. Enemies do not appear, and except for events, battles do not occur, so towns play an important role as shelters and bases for adventure. In towns visited for the first time, important events related to the scenario progression often take place, so thoroughly explore from the outdoors to the interiors of buildings and talk to everyone to gather information. Before heading to your next destination, don't forget to prepare for your adventure at the shops.



Items can also be hidden inside towns. To avoid missing any, search every suspicious spot one by one.

○ Main facilities in towns

Inn

"Welcome.
Are you staying?
150 it will be

Pay the lodging fee to recover HP, TP, and status ailments. Staying overnight often also triggers events.

Shop

Yorozu "Regulus"
It seems there is

You can buy and sell items and equipment and perform synthesis. In some shops, the selection of goods may change as the story progresses.

Survey Guild

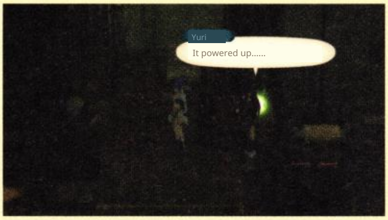
Hello there!
This is the Guild
How about it?

You can hear recommendations for items and equipment that can be synthesized at that point, as well as useful information about the game system.

Dungeon Exploration and the Sorcerer's Ring

Dungeons are places such as buildings and caves where many enemies dwell. Their interiors are often maze-like, containing mechanisms and traps, and in most cases, a formidable boss awaits in the deepest part.

Essential for dungeon exploration is an item called the "Sorcerer's Ring," which can be obtained in the early part of the story. Once acquired, you can fire light projectiles with a button, and hitting certain mechanisms with these projectiles will activate them or remove obstacles.



The Sorcerer's Ring levels up as the story progresses and through events, allowing you to operate a greater variety of mechanisms.

● Uses of the Sorcerer's Ring

Operate switches

Hitting certain devices with a light projectile activates mechanisms. If you cannot find a route, look for a device that reacts to the light projectile.

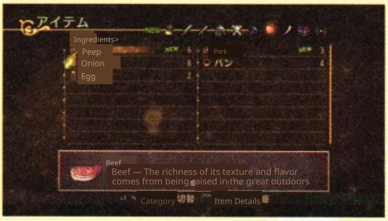
Destroy obstacles

Blow away obstacles such as grass or rocks blocking the path with a light projectile. As the ring's level increases, the number of destructible objects grows.

Items

Roles of items

There are many essential items for your adventure in this game, such as weapons and armor, and recovery consumables. Items are classified into nine categories according to their用途, and owned items can be checked on the menu screen under "Items." On this screen you can also equip equipment to characters and use consumable items like gums and bottles. For the effects and acquisition methods of each item, please refer to "Item Data" (→P464).


アイテム
NEW
Ingredients>
Peep
Onion
Egg
Pork
パン
Beef
Category 切替
Item Details

Beef — The richness of its texture and flavor comes from being raised in the great outdoors

Possessed items are displayed by category. Under "NEW", you can view all items obtained during the current playthrough.

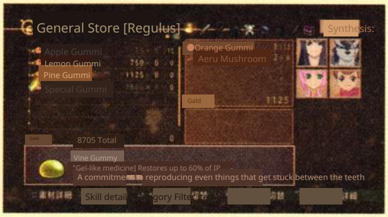
Item Types

	Items	Consumable items whose quantity decreases when used. Many healing items usable during battle.
	Sub Equipment	Equipment worn as supplementary gear. Various parameters increase.
	Body Armor	Armor worn on the body. Greatly increases physical defense and magical defense.
	Ingredients	Consumable items used for cooking (→P20). There are types such as meat and vegetables.
	Valuables	Important items related to event progression or the addition of new systems.
	Main	When equipped, primarily increases physical attack power | strength and magic attack power.
	Head Armor	Armor worn on the head. Raises physical defense and magic defense.
	Accessories	Capes and accessories. Grant the wearer special abilities or effects when equipped.
No	Crafting Materials	Consumable items used as synthesis materials. They can be obtained in battle or at exploration points.
	Add	itions Items and some titles added from content downloaded in each Store

Item Synthesis

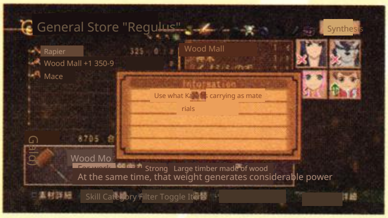
Synthesis at shops combines two or more crafting materials to create a different item. By using synthesis, you can obtain equipment cheaply or make powerful weapons that cannot be bought at shops. When you visit a shop, first select "Synthesis" and check whether there are any pieces of equipment you can make. It's a good idea to check that.

Some of the materials required for synthesis are designated as "key materials," and synthesized items for which you possess these will be shown in the shop list. Also, keep in mind that as you progress the scenario, the types of items you can create through synthesis will increase.


General Store [Regulus]
Synthesis:
Apple Gummi
Lemon Gummi 750 6 0
Pine Gummi 1125 0 0
Special Gummi
Orange Gummi
Aeru Mushroom
Gald 1125
Gald 8705 Total 0
Vine Gummy
素材詳細 Skill detail Category Filter Item

"Gel-like medicine] Restores up to 60% of IP
A commitment to reproducing even things that get stuck between the teeth

There is no difference between shops regarding synthesis; if the scenario progress is the same, the same items can be synthesized anywhere.


General Store "Regulus"
Synthesis
Rapier 325
Wood Mall +1 350-9
Mace
Wood Mall
Information
Gald 8705
Wood Mo
For work
Skill Category Filter Toggle Item

Use what Karol is carrying as materials

Strong Large timber made of wood
At the same time, that weight generates considerable power

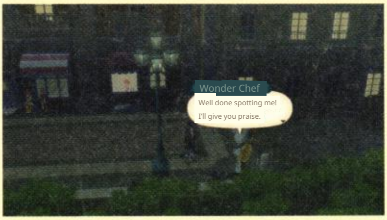
When using a weapon that is currently equipped as a material for synthesis, make sure there are no unlearned skills (P25).

Cooking

Obtaining Recipes and Cooking

Once you obtain a recipe, you can use the ingredients listed there to prepare dishes with various effects. There are 42 recipes, which you can increase by finding "Wonder Chefs" scattered throughout the world or by developing new dishes.

Cooking does not always succeed, and once you attempt to cook you cannot prepare another dish until after the next battle ends. Despite this limitation, you should not overlook dishes that affect the entire party. To save consumable items, keep your ingredients stocked at all times. Process for making dishes



Wonder Chefs take on many different forms. If you find a suspicious object, examine it with the button.

1. Obtain ingredients

Check the recipe and purchase the required ingredients at a shop. Ingredients are inexpensive, so it's a good idea to buy them in bulk. More powerful dishes require a greater variety of ingredients.

2. Select Character and Recipe

On the menu screen, after choosing "Cook", select the character who will cook and the recipe. See below for each character's cooking strengths and weaknesses and success rates.

3. Execute Cooking

Press the button on the cooking screen to execute the cooking. If successful, all allies immediately receive the dish's effects. If it fails, only 1% of HP and TP are restored.

Cooking Strengths, Weaknesses, and Proficiency

The success rate of a dish is influenced by whether the dish suits the character (strengths/weaknesses), the proficiency level, and the Luck parameter (→P24). Strengths and weaknesses are determined per character; the more a character excels at a dish, the higher the success rate. Also, repeatedly making the same dish raises proficiency, making success more likely. Proficiency is shown on the cooking screen with star marks, and "MASTER!" is the highest rank.

Base Success Rates for Cooking

	No stars	★		★★★	MASTER!
Favored	75%	90%	100%	100%	100%
Normal	50%	60%	70%	80%	90%
Disliked	40%	48%	56%	64%	72%

*If you have the rare item "All-Purpose Knife", success rate increases by 5%. Also, if Flynn performs the cooking, the success rate is halved.

Food Likes and Dislikes

Each character has likes and dislikes set for all dishes. If it is a liked dish, the effect on success is greater; if it is a disliked dish, the effect is reduced. Normally, repeatedly making the same dish causes its effect to gradually decline, but if it is a liked dish, the effect remains high and does not change. When cooking, take the character's preferences into account.

Likes, Dislikes, and Effects

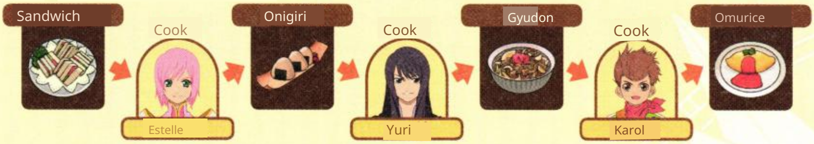
	First ti	2 consecutive	3 consecutive	From 4 consec
Like	x1.2	×1.2	×1.2	×1.2
Normal	×1	×0.9	×0.8	×0.7
Dislike	×0.8	×0.7	×0.6	×0.5

Development of New Recipes

When you successfully cook a dish, you may occasionally develop a new recipe. The combination of the character who can develop the new recipe and the base dish is fixed; for example, the "Onigiri" recipe can only be developed with a certain probability when Estelle performs and succeeds at "Sandwich."

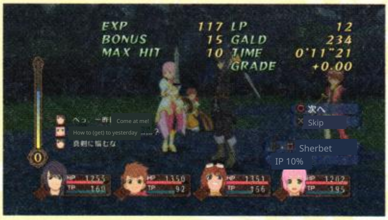
The chance of developing a recipe increases the more proficient and experienced the character is with the base dish, and making the same dish three or more times in a row further raises the probability. Check the character-and-dish combinations in the "Cooking Data" on page 552, and repeatedly cook to develop new recipes.

New recipe ○Example: Derivation from Sandwich



Cooking Shortcut

On the cooking screen, pressing the L3 button opens the cooking shortcut registration window. Dishes set here can be executed at the end of battle simply by pressing the corresponding direction on the left stick while pressing a button. This removes the need to call up the menu each time you cook, allowing HP and TP depleted in battle to be restored immediately. You can register up to four shortcuts, so it's a good idea to set frequently used dishes or those needed for developing new recipes.



On the battle results screen, if you push the left stick, the dish name registered in that direction will be displayed. Press the ● button to use it.

C O L U M N

Adventure results in the Library

In the "Library," you can check various information and records useful for your adventure. The menu consists of the six types below. The only one available from the start is "Records." The rest are added as you progress through the story. Explore every corner of the game world and fill out the information in each menu.

● Library menu

Summary: You can read a summary of the story up to that point. It's convenient for reviewing the flow of the story and confirming the next objective.	■ Battle Book: You can check various pieces of information about the battle systems as you advance the game. Items increase as you progress.
Monster Compendium: You can check information about enemies you have fought so far. Enemies affected by "Spectacles" will display detailed data.	A collector's catalog of items obtained up to that point You can check information about a specific item. Selecting an enemy or location name will move you to the corresponding menu.
■ World Map: Displays the world map and a list of places you have visited. After you can ride a Baul, you can move there simply by pressing the L3 button.	Records Various records of your play up to that point You can view registered records on PlayStation®. You can also participate in Network rankings.

SYSTEM

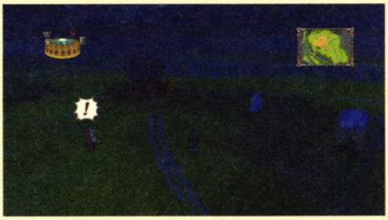
Battle System

Know your enemy and yourself, and understand the mechanics of battle, and you need not fear a hundred fights. To emerge victorious against enemies, learn here about the game's battle systems.

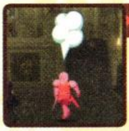
Basics of Combat

About Encounters

Enemy symbols wander on fields and in dungeons; touching one will trigger a battle encounter. The type of encounter varies depending on how you come into contact with the enemy symbol, and special encounters that differ from normal ones will change the status of allies and enemies at the start of battle. Also, in dungeons you can stun enemy symbols by hitting them with the Sorcerer's Ring light projectile, causing encounters that are advantageous to your party. ● Reaction when the Sorcerer's Ring hits

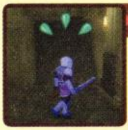


Normally enemy symbols move slowly, but when they spot you they will rush toward you. If you want to avoid battle, run away.



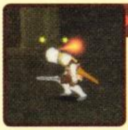
怒り

When an enemy symbol becomes enraged, it will move toward you. Before it makes contact, hit it with a Sorcerer's Ring light projectile to change it to a different state. Special encounter



Stiffness

An enemy symbol turns blue and stops moving for a while. If you want to avoid battle and proceed ahead, put it in this state.



Faint

Because its movement stops, you can avoid battle, and if you touch an enemy symbol in this state, it will trigger the Advantage Encounter described below.

●

Surprise Encount

SURPRISE ENCOUNT!

If an enemy symbol makes contact from behind, battle will start with an enemy behind your ally. The members who join the battle will also change (※).

Advantage Encount

ADVANTAGE ENCOUNT!

If you hit an enemy symbol with a Sorcerer Ring light projectile and stun it, this encounter will occur. The battle begins with all enemies in a stunned state.

Encount Link

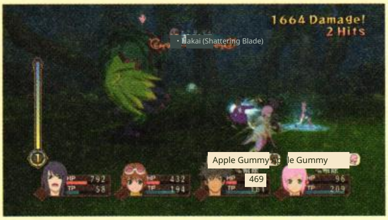
ENCOUNT LINK!

When encountering, if there is another enemy symbol nearby, an encounter link occurs. You will fight multiple enemy groups simultaneously.

※If the party has 7–9 members, the 1st character and three of the 5th–9th characters participate. If there are 5–6 members, the 1st, 5th, and 6th characters participate, plus one of the 2nd, 3rd, or 4th characters.

Flow of battle and victory/defeat conditions

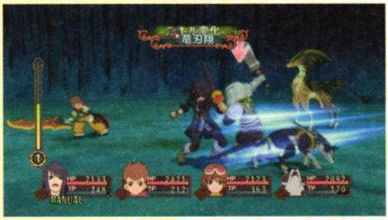
The characters who participate in battle are those in slots 1–4 on the menu screen. The player controls the character in slot 1 to fight, while the remaining three act automatically according to preset tactics (→P51). Use various attack methods to deal damage; defeat all enemies to win. Conversely, if all allies are incapacitated (HP 0) or petrified (→48), you will lose, resulting in a game over and resuming from the last saved point.



Combat proceeds with both enemies and allies free to move around. Players should fight while also keeping an eye on their allies' conditions.

Characteristics of Control Modes

The character controlled by the player can choose the combat control mode from "Semi-Auto", "Manual", or "Auto". The features of each control mode are summarized below; each has its advantages and disadvantages. The default is "Semi-Auto", so switch via the Artes/Skills screen or during battle if necessary. Note that you can change the control mode of uncontrolled characters as well, but if you set them to anything other than the default "Auto" they may not act at all during battle. Three types of control modes



During battle you can switch the control mode with the touch pad button. Pay attention to the portrait icon under the controlled character's face.

Semi-Auto

When you input a normal attack or an Art, the character will automatically close distance to the enemy and execute attacks. They almost never miss, but jump controls become somewhat more complicated.

Manual

All operations are performed by the player. When attacking, you must move the character yourself and close the distance to the enemy.

Auto

No operation is required; the character fights automatically. You can give broad instructions via Tactics (→P51), but it is not suitable for fighting efficiently.

COLUMN

Enemy strength changes with Battle Rank

In the menu screen under "Save/Load" in "Config", you can change the "Battle Rank". This switches the difficulty of battles by altering enemies' stats.

The highest difficulty, "Unknown", is added when purchased at the Grade Shop (→P122).

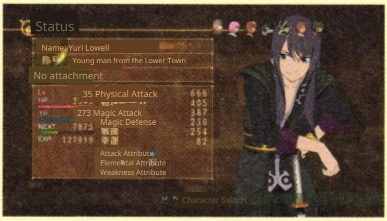
Enemy stat changes by Battle Rank (comparison with Normal)

Battle Rank	Enemy status changes
Easy	All stats become 70%
Hard	HP becomes 250%, physical attack and magical attack become 120%
Unknown	HP becomes 500%, physical attack becomes 350%, magical attack becomes 300%, physical defense and magical defense become 250%

Character Stats

Character Base Stats

On the menu screen under "Status," you can check various stats that indicate a character's combat abilities. Most stats increase with level-ups and are also affected by equipped weapons and armor, as well as skills discussed on the next page. "Luck" is a special stat with a cap of 100; it changes by ±15 each time you stay at an inn. Learn the meanings of each stat below to understand your characters' abilities.


Status
Name: Yuri Lowell
Young man from the Lower Town
No attachment
Lv.
HP
TP
NEXT 7875
EXP 127919
35 Physical Attack
273 Magic Attack
Magic Defense
666
405
387
230
254
82
Attack Attribute
Elemental Attribute
Weakness Attribute
Character Switch

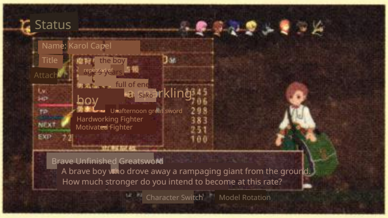
The values shown on the status screen are totals that include increases from equipment and skills.

Base Stat Items

Lv.	A value indicating growth. It increases each time a certain amount of EXP is accumulated, raising the character's status.
HP	A value representing vitality. It decreases when taking damage and reaches 0 when the character is incapacitated.
TP	Technical Points. Consumed when activating artes/techniques; recovers by 1 each time a normal attack hits.
EXP	Experience gained from battles with enemies. "NEXT" is the amount required for the next level up.
Physical Attack	Power of normal attacks and artes. The higher the value, the more damage dealt when attacking.
Physical Defen	e: defense against normal attacks and artes. The higher the value, the more incoming damage is reduced.
Magic Attack:	ower of magic artes. The higher the value, the greater the damage dealt by magic attacks.
Magic Defens	defense against magic attacks. The higher the value, the more damage from magic is reduced.
Agility	A numerical value representing nimbleness. The higher the value, the faster movement speed in battle.
Luck	The higher the value, the higher the success rate of cooking, the higher the chance of critical hits that deal greater-than-normal damage, and the higher the probability that enemies will drop items. It also affects the effects of some artes/skills, such as Patty's attack moves whose contents change randomly.
Attack Attribut	Attributes attached to normal attacks and artes. The attribute of the equipped weapon is reflected.
Resistance Attr	If hit by an attack of this attribute, damage is reduced. The resistance attributes of armor and accessories are reflected.
Weakness Attribute	If hit by an attack of this attribute, damage increases. The weakness attributes of armor and accessories are reflected.

Titles and Attachments

During the adventure, characters may acquire new "titles." Titles can be switched on the status screen, and some titles, when equipped, change a character's outfit. Also, "attachments," a type of valuable item, are small accessories and similar items that can be equipped to change a character's appearance. Attachments can be obtained through events or synthesis, and, like titles, can be swapped on the status screen.


Status
Name: Karol Capel
Brave Unfinished Greatsword
A brave boy who drove away a rampaging giant from the ground.
How much stronger do you intend to become at this rate?
Title
Attach
the boy
repeated of
age 9 years
full of ene
a sparkling
boy
Sako
Unafternoon great sword
Hardworking Fighter
Motivated Fighter
Lv.
HP
TP
NEXT
EXP 72
345
706
298
383
251
100
Character Switch
Model Rotation

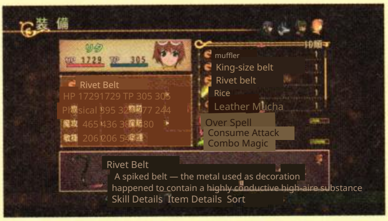
There are many titles, and some cannot be obtained unless strict conditions are me
See page 556 for how to acquire them.

Skill

Acquisition of Skills

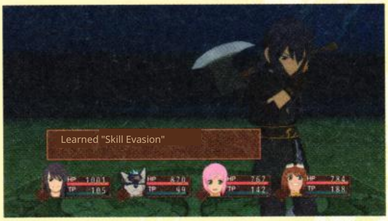
Skills are special techniques that grant characters various abilities and increase their basic stats. Most weapons have skills, and a character gains the effects of a skill by equipping the weapon. Also, when fighting while equipped with a weapon that has a skill, obtai

The earned LP (Learning Points) increase each skill's "acquisition gauge." If this gauge becomes full, the skill can be learned, and even if you unequip the weapon, you will gain the effect as long as the skill is set. When purchasing or synthesizing weapons, check the skills attached to them and increase the number of skills you learn.


装 備
HP 1729 TP 305
Rivet Belt
HP 17291729 TP 305 305
Physical 395 324 277 244
465 436 380 380
206 206 54
muffler
King-size belt
Rivet belt
Rice
Leather Mucha
Over Spell
Consume Attack
Combo Magic
Skill Details Item Details Sort

Rivet Belt
A spiked belt — the metal used as decoration happened to contain a highly conductive high-aire substance

When you place the cursor over a weapon on the equipment screen, the skills are displayed. Those without a learning gauge are skills already learned.

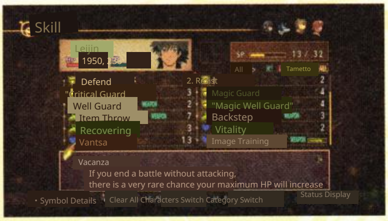

HP 1001 TP 105
HP 670 TP 49
HP 767 TP 142
HP 784 TP 188

Learned "Skill Evasion"

When a skill is learned, a message appears at the end of battle. The LP required to learn a skill varies by skill.

Setting Skills

Skills learned by accumulating LP can be set to characters from the "Skills" menu on the menu screen. The number displayed at the top right of the skill screen is the character's SP (Skill Points). When you select a skill and press the ○ button to set it, the character's SP is reduced by the skill's assigned SP cost. As the level rises, the character's maximum SP also increases, allowing more skills to be equipped.


Skill
Leijin
1950, 230
SP 13 / 32
All
Tametto
Defend
"Critical Guard 3
Well Guard 2
Item Throw 7
Recovering 3
Vantsa 13
2. Resist 2
Magic Guard 4
"Magic Well Guard" 4
Backstep 3
Vitality 2
Image Training
Symbol Details
Clear All Characters Switch Category Switch
Status Display

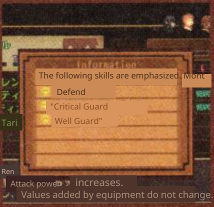
Vacanza
If you end a battle without attacking, there is a very rare chance your maximum HP will increase

The more powerful a skill's effect, the more SP it consumes. Try to choose skills to set so that as little SP as possible remains unused.

COLUMN

Check skill sets after changing weapons!

When equipping a new weapon, check whether any of the skills the character has set are duplicated. If the weapon grants a skill that is the same as one already set, it will waste SP. If a duplication occurs, a message will appear on the skill screen, so remove the duplicated skill and reassign that SP to another skill.


Information
Tari
Ren

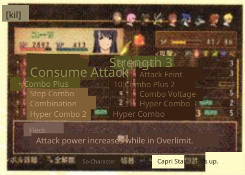
The following skills are emphasized. Mont
Defend
"Critical Guard
Well Guard"

Attack power increases.
Values added by equipment do not change.

The skills pointed out as duplicates are those attached to the currently equipped weapon, so it is not a problem to remove them.

Formation of skill symbols

Skills are classified into four categories based on their effects. If you equip several skills from the same category, a "Skill Symbol" is formed, producing various effects when Over Limit (→P44) is activated. effects can be obtained. The types of Skill Symbols and the conditions for their formation are as follows. "Symbol Points" are not visible in the game, so check the "Skill List" starting on the right-hand page.


[kil]
Strength 3
Consume Attack
Combo Plus
Step Combo
Combination
Hyper Combo 2
Attack Feint
10 Combo Plus 2
Combo Voltage
Hyper Combo
Hyper Combo
Fleck
Attack power increases while in Overlimit.
So-Character
Capri Stark floats up.

When the conditions for forming a skill symbol are met, an emblem appears in the upper window of the skill screen

○ Skill Categories

Attack
Defense
Move
Support

● Types of Skill Symbols

Icon Symbol Name		Skill Categories	Effect
	Fleck	Attack	Physical attack power increases during Over Limit
	Rokurā	Defense	Physical defense increases during Over Limit
	Sutorimu	Movement	Movement speed increases during Over Limit
	Reitosu	Support	HP recovers when Over Limit is activated
	Gorudosu	Attack + Support	Gald acquired increases when defeating enemies during Over Limit
Silk	Sandoa	Attack + Movement	Magic attack power increases during Over Limit
	Ailes	Movement + Support	Magic defense increases during Over Limit
	Tory	Defense + Support	EXP gained increases when defeating enemies during Over Limit
	Nothing	Attack + Support / Defense + Movement	No effect
	Keion	See the conditions below 4-3, 32	Overlimit activation restores TP
	Kuroks	See the conditions below 4-3	Overlimit duration is extended

○ Conditions for forming a Skill Symbol

Condition 1	Among Attack, Defense, Movement, and Support, exactly one has its Symbol Points exceeding 30	A skill symbol corresponding to that category is formed
Condition 2	Among Attack, Defense, Movement, and Support, two have their Symbol Points exceeding 30	A skill symbol corresponding to the category with the greater number of skills is formed
Condition 2-1	In the first and second categories, the number of skills differs by a factor of two or more	A skill symbol combining the two categories is formed
Condition 3	Of Attack, Defense, Movement, and Support, there are three whose symbol points exceed 30.	A skill symbol corresponding to the category with the largest number of skills is formed
Condition 3-1	The number of skills in the first and second of the three categories differs by at least double	A skill symbol combining the first and second categories is formed
Condition 3-2	The number of skills in the second and third of the three categories differs by at least double	The "Keion" skill symbol is formed
Condition 4	Of Attack, Defense, Movement, and Support, there are four categories whose symbol points exceed 30	A skill symbol corresponding to the category with the largest number of skills is formed
Condition 4-1	Among the four categories, the number of skills in the 1st and 2nd categories differs by a factor of two or more	A skill symbol combining the first and second categories is formed
Condition 4-2	Among the four categories, the number of skills in the 2nd and 3rd categories differs by a factor of two or more	The "Keion" skill symbol is formed
Condition 4-3	Among the four categories, the number of skills in the 3rd and 4th categories differs by a factor of two or more	The "Krox" skill symbol is formed

YES
NO
YES
NO
YES
NO

Skill List in Gojuon Order (Japanese Syllabary Order)

How to Read the Skill List

S K I L L L I S T

Skill Name ①	Effect ②	SP ③	習得LP ④	Symbol ポイント ⑤	Learning Character Yuerakawarejifu								
					0000000								
■1 Damage	All attacks will only deal 1 damage	1	100	1								○	○
■HP Condition M	When HP is 75% or more of the maximum, magic attack power is 15	8	200	2		○			○	○			○

① The skill's name and category. Categories are indicated by color.

■: Attack, ■ Defense: ■ Movement: ■ Support

② The effect when the skill is equipped

③ The SP required to equip the skill

4 The LP required to learn the skill

⑤ The symbol points gained when the skill is equipped

⑥Mark characters who can learn the skill with a ○.

Yuri, E: Estelle, L: Rapid, K: Karol

, R: Rita, Relevan, J: Judith, Furen

, P: Patty

Skill Name	Effect	SP	Acquisition LP	Symbol Points	Learning Character Yuera Karirejifu Pa								
■1 Damage	All attacks will only deal 1 damage.	1	100	1	○	○	○	○	○	○	○	○	○
■HP Condition M	When HP is at 75% or more of the maximum, magic attack power is increased by 15%.	8	200	2		○			○	○			○
■HP Condition M2	When HP is 25% or less of the maximum, magic attack power increases by 40%	10	300	3		○			○	○			○
■HP Condition S	When HP is 75% or more of the maximum, physical attack power increases by 15%	8	200	2	○		○	○			○	○	
■HP Condition S2	When HP is 25% or less of the maximum, physical attack power increases by 40%	10	300	3	○		○	○			○	○	
■HP Recover	When recovering HP, the amount recovered is increased by 30%.	5	200	2	○	○	○	○	○	○	○	○	○
■HP Relax	In battle, if no action is taken, recover 15 HP every second.	5	200	2								○	
■OVL Concentrate	While Overlimit is active, you cannot be knocked out.	10	500	5	○	○	○	○	○	○	○	○	○
■OVL Boost Area	In battle, when allies are near Flen, the Overlimit gauge gain rate is increased by 20% for each ally.	5	200	2								○	
■OVL Recover	When afflicted with a status abnormality, activating Over Limit will automatically recover the status abnormality.	7	400	4								○	
■OVL Relax	During battle, if you take no actions, the Over Limit gauge will gradually increase.	5	200	2								○	
■OVL Roll HP	While Over Limit is active, there is a chance that HP will gradually recover or gradually decrease.	7	200	4									○
■OVL Roll OVL	While Over Limit is active, there is a chance that the Over Limit gauge will gradually increase or gradually decrease.	10	400	4									○
■OVL Roll TP	While Over Limit is active, there is a chance that TP will gradually recover or gradually decrease.	9	200	4									○
■S Spell Area	When an ally near Flen uses magic during battle, casting time is shortened by 20%	9	400	4								○	
■TP Attack	Reduces the enemy's TP by an amount equal to 10% of the damage dealt by a normal attack	5	300	3						○			
■TP Condition M	When TP is 75% or more of the maximum value, magic defense increases by 12%	5	200	2	○	○	○	○	○	○	○	○	○
■TP Condition M2	When TP is 25% or less of the maximum value, magic defense increases by 35%	3	300	3	○	○	○	○	○	○	○	○	○
■TP Condition S	When TP is at 75% or more of its maximum, physical defense increases by 12%.	5	200	2	○	○	○	○	○	○	○	○	○
■TP Condition S2	When TP is at 25% or less of its maximum, physical defense increases by 35% % increase	3	300	3	○	○	○	○	○	○	○	○	○
■TP Support	During battle, if an ally near Flen uses a spell or skill, half of the TP cost is borne by Flen.	8	400	4								○	
■TP Recover	When TP is restored, the amount recovered is increased by 30%	5	200	2	○	○	○	○	○	○	○	○	○

Skill Name	Effect	SP	習得LP	Symbol Points	Acquired characters Yuela Karirejifu Pa								
Arts Smash	When an enemy is defeated by a special move, mystic art, or skill-altering technique, the Overlimit gauge increases slightly	6	400	4								○	
Item Everyone	When a single-target healing item is used, its effect applies to all party members. However, the HP and TP recovery effect is half the usual amount.			5			○						
Item Throw	Allows using items on allies other than yourself.	7	300	3	○	○	○	○	○	○	○	○	○
Assassin	Damage dealt to humanoid enemies is increased by 20%, and damage received is reduced by 20%.	2	100	1	○								
ジ	If "Attack Arts Charge" or "Might Charge" is set, only offensive techniques can be executed as charged attacks.	8	500	5				○					
Attack Feint	Increases the chance of stunning an enemy with a physical attack by 3%.	3	200	3	○		○	○			○	○	○
Axe Up	When an axe is equipped, attack power increases by 5%.	3	100	1	○								
Advance Canceller	When in Advance Form or Critical Form, once during a combo you can chain from one technique to another.	9	500	4									○
Advance Combo Plus	When in Advance Form or Critical Form, you can perform one extra normal attack.	8	600	4									○
Advance Defend Arts	When in Advance Form or Critical Form, you will not flinch when taking damage while chaining into a technique.	7	300	4									○
Appeal	Advance Motion: The idle and movement animations change	5	100	3				○					
	Perform a taunt action with the L3 button to increase the Over Limit gauge. The motion is different from “Appeal 2.”	2	100	1	○	○	○	○	○	○	○	○	○
Appeal 2	Perform a taunt action with the L3 button to increase the Over Limit gauge. The motion is different from “Appeal.”	2	100	1	○	○	○	○	○	○	○	○	○
Appeal Appeal	If you perform Appeals consecutively, the Over Limit gauge increases at twice the normal rate.	3	100	1			○						
Appeal Escape	When you are being targeted by an enemy, performing an Appeal will cause the enemy to stop targeting you.	6	100	3				○					
Appeal Target	Performing an Appeal makes you more likely to be targeted by enemies	3	100	4						○			
Appeal Limits	If you perform an Appeal while Over Limit is active, HP is restored by 30% of its maximum value.	3	200	2	○	○	○	○	○	○	○	○	○
Appeal Limits 2	When you perform an appeal while Over Limits is active, TP recovers by 20% of its maximum value	4	300	2	○	○	○	○	○	○	○	○	○
Apposion	While casting a spell, you become immune to magical attacks of the same attribute	9	400	4					○				
Arrow Revenge	While being blown away, you can press a button to shoot one arrow	8	100	3						○			
An-Elemental	When hit by an elemental attack, there is a 20% chance that the damage will be halved	3	100	1	○	○	○	○	○	○	○	○	○
Anti-Magic	When only the user becomes immune to all magic effects and influences,	9	300	2		○							
Unfared Soul	each time they become afflicted by a status abnormality, their physical and magical defense increase by 50% for about 15 seconds.	6	700	5								○	
Efficient	Eliminates the damage reduction that occurs when chaining combos.	6	100	2	○	○	○	○	○	○	○	○	○
Evasion	Excluding values added by equipment, Agility increases by 5%.	2	100	2	○	○	○	○	○	○	○	○	○
Evasion 2	Excluding values added by equipment, Agility increases by 10%.	4	200	4	○	○	○	○	○	○	○	○	○
Evasion 3	Excluding values added by equipment, Agility increases by 15%.	6	300	6	○	○	○	○	○	○	○	○	○
Evasion 4	Excluding values added by equipment, Agility increases by 20%.	8	400	3			○						
Imitation Death	While downed, holding ↓ maintains the downed state. During that time, HP and TP recover by 1 each per second. The chance of becoming afflicted by a status abnormality is reduced by 30%.	12	300	9				○					
Immunity		5	200	2	○	○	○	○	○	○	○	○	○
Image Training	Gain bonus EXP even without participating in battle	1	500	3	○	○	○	○	○	○	○	○	○
In Elemental	Physical attacks with an element have a 20% chance to deal 50% more damage	3	100	2	○	○	○	○	○	○	○	○	○
Instep	The distance moved forward during a Critical Guard increases, allowing you to quickly close the gap with an enemy	5	100	2						○			
Inspect Nose	Even without using "Spectacles," you can view enemy information when switching targets	3	100	1			○						
Invalid Attack	When hit by a physical attack, there is a 10% chance to avoid flinching	5	200	2	○	○	○	○	○	○	○	○	○

Skill Name	Effect	SP	Acquisition LP	Symbol Points	Learning Character Yuerakarirejifu ba								
Invalid Magic	When hit by a magical attack, there is a 10% chance to avoid flinching status	5	200	2	○	○	○	○	○	○	○	○	○
Vacanza	If you end a battle without attacking, there is a 5% chance your maximum HP will increase by 5	13	300	3						○			
Weak Eternal	There is a 10% chance that the duration of enemy-weakening techniques will become permanent	8	200	4				○					
Well Item	The effects and durations of items used during battle are increased by 20%	5	200	2			○						
Well Item 2	The effects and durations of items used during battle are increased by 25%	7	300	3			○						
Well Guard	Damage taken while guarding is halved	2	100	1	○	○	○	○	○	○	○	○	○
Well Guard 2	Even if attacked from the sides or rear, damage does not increase significantly	4	200	2		○							
Aerial OVL	Can activate Overlimit in midair	5	200	3							○		
Aerial Arts	Enables the use of certain techniques while airborne	4	600	4							○		
“Aerial Arts 2	Enables the use of certain mystic artes while airborne	6	600	4							○		
Aerial Arts 3	You can perform certain aerial skill variations in midair	8	600	4							○		
Aerial Armor	You will no longer flinch when hit while jumping	28	600	12							○		
[Aerial Guard	You can guard while in the air	6	300	6							○		
Aerial Canceller	During an aerial combo, once per combo, you can chain from one special move to another	8	700	2							○		
[Aerial Combo Plus]	Allows one additional attack in the air	7	500	6	○		○				○	○	○
[Aerial Combo Plus 2]	Allows two additional attacks in the air	10	800	6							○		
Aerial Combo Plus 3	You can perform three extra attacks in the air	24	1000	7							○		
Aerial Jump	Allows you to jump once more while midair	5	400	5							○		
Aerial Jump 2	Can jump once more during an Aerial Jump While	6	500	6							○		
Aerial Dash	in the air, you can dash once by pressing the button+	6	100	2							○		
Aerial High Canceller	Only once during an aerial combo, it becomes possible to chain from a skill-altering technique to another skill-altering technique.	9	800	2							○		
Aerial Hyper Canceller	Once during an aerial combo, it becomes possible to chain from one Mystic Arte to another	10	900	2							○		
Aerial Pack	While airborne, you can perform a single backward dash with the button + once	6	200	3							○		
Aerial Finish	If you activate the Blue Artes Fatal Strike while airborne, its bonus is increased threefold	8	100	2							○		
Aerial Force	When attacking an enemy in the air, damage dealt is increased by 20%.	10	100	1							○		
Aerial Voltage	Each time you land 3 hits while airborne, TP recovers	8	200	6							○		
Aerial Magic Guard	by 5. You can perform Magic Guard while airborne, reducing damage from magical attacks by 25	7	100	2							○		
Escape Jump	%. While guarding you can remain suspended in the air. You can cancel a guard action to jump. When doing so, you become invincible for about 1 second.	5	100	2							○		
Escape Step	While backstepping you become immune to e	15	100	3						○			
Energy Coat	nemy attacks. Each time you would take damage, 5 TP is consumed, but the incoming damage is greatly reduced.	15	500	5								○	
Effective	Status parameter changes due to status effects are increased by 20%.	3	100	1	○	○	○	○	○	○	○	○	○
Element Influence	For magic only, the effects of the current weather are increased by 25%. Become	3	200	4					○				
Angel Call	When incapacitated in battle, revive once.	24	500	5		○							
Enduro	Stagger time when taking damage is reduced by 20%.	3	100	1	○	○	○	○	○	○	○	○	○
End Lucky	When casting magic, there is a 30% chance that the casting stun time will be eliminated	5	100	2		○			○	○			
Endless Finish	After chaining FS 16 times and then landing a Fatal Strike, HP and TP are fully restored	5	300	2	○								
Auto Medicine	When hit by an attack, there is a 6.25% chance that "First Aid" will automatically activate and restore your HP	6	100	4		○							

Skill Name	Effect	SP	習得LP	Symbol Points	Acquired characters Yuela Karirejifu Pa								
Auto-Medicine 2	When struck, there is a 15% chance to automatically activate "Recover" and cure the user's abnormal status conditions.	4	300	4		○							
Overquick	While Overlimit is active, the speed of normal attacks increases. 1			3			○						
Overquick 2	2 300 While Overlimit is active, the speed of artes and spells incre			5			○						
Overspell	ases. 18 500 Only for low-rank magic, even after casting finishes you can hold the button to increase power. However, TP consumption will increase.	8	500	5					○				
Over Spell 2	For intermediate magic only, even after the casting finishes, you can press the button to continue and increase its power. However, TP consumption increases by 12,500			5					○				
Over Spell 3	For advanced magic only, even after the casting finishes, you can press the button to continue and increase its power. However, TP consumption increases	16	500	5					○				
Overheat	When HP is 120 or less and TP is 60 or more, for basic magic only you can activate it without cast time, and TP consumption becomes one-eighth	4	400	3					○				
All Guard	Chance to avoid flinch state from attacks coming from behind: 10%	7	300	3		○							
All Guard 2	With Magic Guard, you can guard against both enemy physical and magical attacks	13	700	7		○							
All Check	With one "Spectacles", you can examine all enemies participating in battle	4	300	3			○						
Guardial Arts	Cancel guard stun to perform an artes. When doing so, you become invincible for about 0.5 seconds	7	300	2	○	○	○	○	○	○	○	○	○
Guardial Arts 2	If you successfully perform "Guardial Arts" and hit an enemy, you recover 10 HP and 5 TP Redu	5	500	4								○	
"Guardian"	ces damage taken by allies when guarding by 10%	6	400	3		○							
Guarding Cast	When hit while casting a spell, you still take damage but are less likely to be knocked back.	10	400	5								○	
Guarding Skills	Maintaining a guarded state makes it harder to suffer a Guard Break.	6	400	4								○	
Guard Impact	If a Critical Guard succeeds, it deflects the enemy's attack and can leave them in a brief stunned state.	5	100	1		○							
Guard Extend	While guarding, HP recovers by 1 per second Eac	6	200	2		○							
Guard Mental Supply	h time you guard against an enemy attack, TP recovers by 1% of its maximum Reflect one-fifth of t	10	400	3		○							
Guard Reflect	he damage received while guarding back to the e	4	300	5	○	○	○	○	○	○	○	○	○
Diffusion	nemy Enhances corresponding spells/techniques into skill-altered techniques (spells) Skill-altered techniques (spells) can be learned by repeated use	4	300	2	○	○	○	○	○	○	○	○	○
Coupled Dream	When Yuri is participating in battle, TP consumption is reduced by 35%	5	300	4									○
Kabutowari	During a jump, pressing ↓+attack changes the att	4	100	1	○								
Gunner's Society	ack to "Kabutowari". If Raven is participating in battle, the Overlimit gauge fills 50% faster.	5	300	4									○
Kids Association	If Karol is participating in battle, the gil (Gald) obtained at the end of battle increases by 50%.	5	300	4									○
Canceller	Once during a combo, it becomes possible to chain from one artes to another.	12	800	2	○							○	
Cancel Plus	It becomes possible to link from artes that change with Mystic Artes to skill-altering techniques and skill-altering spells.	8	600	2	○	○	○	○	○	○	○	○	○
Cancel Plus 2	It becomes possible to link from skill-altering techniques to Mystic Artes	10	600	2	○	○	○	○	○	○	○	○	○
Gambler's Soul	When you use a spell or technique whose effect is decided randomly, misses become more likely, but th	8	300	4									○
Gamble Appeal	e effect of a hit is increased. When you use Appeal, there is a 50% chance that for a certain time the enemy's stats will either increase or decrease by 20%.	6	100	3				○					
Gamble Limits	When Overlimit is activated, you enter Overlimit Level 4 without consuming the OVL gauge. Alternatively, you may consume the entire OVL gauge and still not enter Overlimit state.	10	500	4									○
Cure Area	During battle, if allies are near Flynn for about 5 seconds, their status ailments are automatically healed.	9	300	3								○	

Skill Name	Effect	SP Acquisition	LP	Symbol	Learning Character								
					Point Yuera Karirejifu (Point Yuera Karirejifu)								
Quick Arrow	Only for normal attacks, the firing interval of shots is shortened, but power is reduced by 25%. When used together with "Heavy Arrow," the effects of both skills cancel each other out.		200	4						○			
Quarter Damage	All damage dealt by attacks is reduced to one-quarter.	1	100	1	○	○	○	○	○	○	○	○	○
Cooking Plus	When cooking, there is a 25% chance that effects are increased by 20%.	5	100	4						○			
Good Job	The recovery (stiffness) time after using an item is reduced by 25%.	3	100	2	○	○	○	○	○	○	○	○	○
Good Job 2	The recovery (stiffness) time after using an item is eliminated.	6	500	4			○						
Critical	The chance for attacks to become critical is increased by 5%.	6	100	2				○					
Critical Guard	By pressing Button + you guard while moving forward; if the timing is right, you can reduce the damage.	3	100	1	○	○	○	○	○	○	○	○	○
Critical Keep	While Overlimits is active, all attacks become critical .	22	600	6				○					
Critical Hitter	The chance to enter Critical Form with "Form Up" increases by 25%.	22	1000	4									○
Critical Break	After guarding an attack, if you attack that enemy, it becomes easier to break their guard.	7	100	2				○					
Critical Make Up	When a technique or skill with a randomly determined effect hits the mark, you enter Critical Form.	14	600	4									○
Critical Make Up 2	Using a Mystic Arte puts you into Critical Form.	14	600	4									○
Critical Recover	When you deal critical damage, TP is recovered by	7	100	2				○					
Grace	10. You will no longer flinch if you take damage w	26	1400	7					○				
Crimson Lotus	hile casting magic. Enhances corresponding techniques/skills into Skill-Changed Arts (techniques). Skill-Changed Arts (techniques) can be learned by repeated use.	4	300	3	○	○	○	○	○	○	○	○	○
Glory	When your feet are on the ground, you will not be staggered by any attacks.	30	1600	21	○								
Cross Counter	If you deal damage while the enemy is attacking, damage is increased by 20%.	3	200	3	○	○	○	○	○	○	○	○	○
Fierce	Enhances the corresponding spell/skill into a Skill-Changed Technique (Spell). Skill-Changed Techniques (Spells) can be learned through repeated use.	4	300	3	○	○	○	○	○	○	○	○	○
Consume Attack	Damage dealt to enemies is increased by 10%. However, TP is consumed with each attack.	3	200	2	○	○	○	○	○	○	○	○	○
Condition Guard	Reduces the effects of Poison, Mental Contamination, and Weakness by 25%	5	200	2	○	○	○	○	○	○	○	○	○
Convert Force	HP becomes 75% of the maximum and TP becomes 125% of the maximum	3	300	6					○				
Compatir	If an axe is equipped, attack power increases by 10%	5	100	1				○					
Combination	When you execute a combo of 3 or more normal attacks → Special Skill → Mystic Arte, damage is increased 2.5× one time	2	200	1	○								
Combination 2	When you perform a combo of: 3 or more normal attacks → special move → altered skill → mystic artes the damage is increased 4× once, and the Over Limit gauge rises slightly.	3	300	2	○								
Combination 3	When you perform a combo of: 3 or more normal attacks → special move → altered skill → mystic arte → secret mystic arte, the first hit of the secret mystic arte deals 10× damage, and TP is restored by 20.	4	400	3	○								
+1 Combo	You can perform one additional normal attack.	10	600	10	○	○	○	○	○	○	○	○	○
Combo Plus 2	You can perform two additional normal attacks.	14	900	4	○								
Combo Plus 3	Allows three additional normal attacks	18	1200	5	○								
Combo Voltage	After an attack hits 3 times, TP recovers by 2 for every additional 3 hits	5	100	1	○								
Combo Magic'	Enables chaining from lower-level magic to artes	5	300	3					○				
Combo Magic 2	From intermediate magic to skill-transform moves	7	500	5					○				
Survive	, it enables combos into mystic artes. While in a guarding state, no matter what attack is received, HP will always remain at 1, allowing you to avoid being incapacitated.	18	500	4		○							
Support Arts Charge	When "Might Charge" is set, only for supportive techniques you can perform a charged attack.	6	500	6				○					
Support Eternal	10% chance that the duration of supportive magic	9	200	6		○							
Gale	becomes permanent Enhances corresponding spells/techniques into skill-transform moves (spel	4	300	6	○	○	○	○	○	○	○	○	○
Chivalry	ls). Skill-transform moves (spells) can be learned by repeated use. If a female character is participating in battle, every such character increases all stats by 10% each.	3	100	4						○			

Skill Name	Effect	SP	習得LP	Symbol	Learnable characters								
				Points	Yuela	Karl	Rezifba						
Shining	When Overlimit is activated, there is a 10% chance to inflict a stunned state on enemies	5	200	2								○	
Jump Cancel	You can cancel actions with a jump	6	100	2							○		
Shoot Shoot Shoot	● By holding the button, you can keep firing the bow. However, this attack hardly staggers enemies	20	300	3						○			
Guard	Enhances the corresponding spell/skill into a Skill-Changed Technique (Spell). Skill-Changed Techniques (Spells) can be learned through repeated use.	3	300	3	○								
Agile	Enhances the corresponding spell/skill into a Skill-Changed Technique (Spell). Skill-Changed Techniques (Spells) can be learned through repeated use.	4	300	6	○	○	○	○	○	○	○	○	○
Fisheries	Enhances the corresponding spell/skill into a Skill-Changed Technique (Spell). Skill-Changed Techniques (Spells) can be learned through repeated use.	4	300	2	○	○	○	○	○	○	○	○	○
Super Guard	When guarding, damage from most physical attacks becomes 1. However, if you do not guard, damage is doubled.	8	300	2		○							
Super Resist	When guarding, magic damage becomes 1. However, if you do not guard, damage is doubled	9	300	2		○							
Scout Finger	When fleeing from battle, 50% chance to obtain Gald	4	400	4									○
Style Change	Normal attacks change depending on the distance to the enemy	11	600	6						○			
Style Change 2	Some spells/skills change depending on the distance to the enemy	15	700	7						○			
Standalone	Only characters who have this skill equipped participate in battle	1	300	0	○	○	○	○	○	○	○	○	○
Steal Plus	Increases the chance to steal items with "Lover Ite ms" and "Snatch Items" by 50%	4	100	6			○						
Status Guard	Reduces status decreases caused by status changes by 25%.	5	200	2	○	○	○	○	○	○	○	○	○
"Step Away"	Will not flinch when attacked during a backstep.	3	200	2	○	○	○	○	○	○	○	○	○
Step Cancel	Can cancel actions with a backstep.	12	100	2						○			
Step Cancel F	"Form Up" The provocation motion after use can be canceled with a backstep.	3	100	2									○
Step Combo	By pressing a butto●during a backstep, you can ca ncel the action and perform a dive attack The	4	200	1	○								
Step Long	backstep distance increases	4	100	2						○			
Strength	Excluding values added by equipment, physical at tack power is increased by 5%	3	100	1	○	○	○	○	○	○	○	○	○
Strength 2	Excluding values added by equipment, physical atta ck power is increased by 10%	5	200	2	○	○	○	○	○	○	○	○	○
Strength 3	Excluding values added by equipment, physical at tack power is increased by 15%	8	300	3	○	○	○	○	○	○	○	○	○
Strength 4	Excluding values added by equipment, physical at tack power is increased by 20%	10	400	4	○								
Strength T	If HP is 75% or higher, physical attack power is inc reased by 25%, excluding values added by equipment.	11	100	2						○			
Spear Defense	When a spear is equipped, magic defense is increase	6	200	4							○		
Speed Item	d by 40%. After using an item, you can use the next ite m without any cooldown.	16	500	3			○						
Speed Spell	Magic casting time is reduced by 30% compared to normal.	9	400	3					○				
Speed Charge	"Might Charge" charging speed increased by 40% 14		400	4				○					
[Spirits	Maximum TP increased by 20	3	100	1	○	○	○	○	○	○	○	○	○
Spirits 2	Maximum TP increased by 50	5	200	2	○	○	○	○	○	○	○	○	○
Spirits 3	Maximum TP increased by 100	7	300	3	○	○	○	○	○	○	○	○	○
Spirits 4	Maximum TP increased by 150	7	400	4					○				
Spirit Assort	When taking damage from magic, there is a 25% ch ance to recover TP equal to that magic's TP cost	5	200	4					○				
Spectacling	When "Spectacles" is used, the enemy's remaining HP is a lways displayed above their head	3	100	1			○						
Special	When in Overlimit Level 3 or higher, Mystic Artes or above If you continue holding●the button after performing such a Spell/Skill, you can activate a Secret Mystic Arte				○	○	○	○	○	○	○	○	○
Spell End	Cast lag for magic is reduced by 50%	4	600	4					○				

Skill Name	Effect	SP	Acquisition LP	Symbol ポイント	Learning Character								
					ユ	エ	ラ	カ	リ	レ	ジ	フ	パ
■Spell Keep	When spell casting is interrupted by an attack, if you use the same spell again you can resume casting from the point of interruption.	8	200	2					○				
■Spell Charge	For Lower-grade spells only: after casting completes, if you continue holding the button, you can move freely while the spell remains in activation-waiting state.	9	400	3					○				
■Spell Charge 2	For Mid-grade spells only: after casting completes, if you continue holding the button, you can move freely while the spell remains in activation-waiting state.	12	500	3					○				
■Spell Charge 3	For High-grade spells only: after casting completes, if you continue holding the button, you can move freely while the spell remains in activation-waiting state.	15	600	4					○				
■Spell Lucky	When using a spell, there is a 20%	3	100	2						○			
■Spell Revenge	When using a lower-tier magic while being blown away, you can cast it without any casting time	8	300	3					○				
■Three-Be Thrust	When a normal attack hits, there is a 10% chance the target will fall asleep	6	200	10		○							
■Sleep Mode	When put to sleep, recover 15 CHP per second while sleeping	3	100	1		○							
■Safe Safe	If you end a battle without taking damage, there is a 25 % chance that obtained EXP will increase by 20%	8	100	2				○					
■Safety Bet	If you use a magic spell or skill whose effect is determined randomly, misses (ハズレ) will no longer occur, but hits (アタリ) will no longer occur either.	6	300	4									○
■Second Attack	When Karol follows up an ally's attack to continue a combo, damage increases by 50%	8	200	2				○					
■Soul of Mascot	When Rapido is participating in battle, the item acquisition rate at the end of battle is doubled	5	300	4									○
■Sword Up	When equipping a sword, attack power increases by 5%	3	100	1	○								
■Dark Breath	The duration of the "Dark Bottle" is extended by 50%, and	3	100	1			○						
■Turnless	links from Mystic Artes to Techniques become possible	8	300	2	○								
■Turnless 2	It becomes possible to chain from an Mystic Arte to a Skill Change move	12	600	2	○								
■Turnless 3	It becomes possible to follow up from a Skill Change move with an Assault Skill	15	600	2	○								
■Down Burst	When attacking a downed enemy, damage is increased by 20%	9	100	2				○					
■Dash	Movement speed during battle is increased by 25%	3	100	1			○						
■Dash Cancel	It is possible to cancel actions while free-running	12	400	3			○						
■Touchdown	While in the air, press ↓ to land instantly	7	300	4							○		
■Teamwork	After using an Mystic Arte, all members enter a Super Armor state for about 10 seconds	14	600	6								○	
■Chicken Appeal	When you perform an Appeal near a partner, the Over Limit gauge increases twice as fast	8	200	6				○					
■Chicken Heart	Prevents surprise encounters	8	100	2				○					
■Chicken Run	When fleeing, the ESCAPE gauge charging time is reduced by 20%.	8	100	3				○					
■Charge Keep	When you attack after charging with "Might Charge", the charged state is maintained even if you miss.	8	100	1				○					
■Charge Keep 2	After charging with "Might Charge", the charged state is maintained for about 6 seconds.	14	700	7				○					
■Charge Smash	When charged with "Might Charge", attacks will always cause a Guard Break on enemies. However, it is ineffective against enemies in Super Armor state.	[illegible]	[illegible]	5				○					
■Charmy Thrust	When a normal attack hits, there is a 10% chance the target will become Charmed	6	200	10		○							
■Defend	Except for values added by equipment, physical defense is increased by 5%	2	100	1	○	○	○	○	○	○	○	○	○
■Defend 2	Except for values added by equipment, physical defense is increased by 10%	4	200	2	○	○	○	○	○	○	○	○	○
■Defend 3	Except for values added by equipment, physical defense is increased by 15%	6	300	3	○	○	○	○	○	○	○	○	○
■Defend 4	Excluding values added by equipment, physical defense is increased by 20 %.	8	400	3		○							

Skill Name	Effect	SP	習得LP	Symbol	Learning Character Point Yuera Karirejifu (Point Yuera Karirejifu)								
Defend T	When HP is 75% or higher, excluding values added by equipment, physical defense is increased by 25 %.	7	100	3						○			
Defend Arts	When chaining into an Arts skill, you will no longer be staggered when taking damage .	8	500	10	○								
Defend Cure	If you remain in a guarding state for 9 seconds, status ailments will be automatically recovered .	8	300	2		○							
Defend Convert	25% of magic defense is added to physical defens	5	300	3		○							
Devotion	e During battle, if an ally is near Fren, Fren takes half of the damage that ally receives	3	100	1								○	
Technical Half	All parameters are halved, but if you finish the battle without taking damage, LP gained is increased by 50	6	400	8						○			
Temptation	% When performing an Appeal, there is a 20% chance to put enemies into a Charm status	14	100	3							○		
Treasure Fang	Even if you flee from battle, there is a 10% chance to obtain an item that the enemy was carrying	4	200	2			○						
Natural Recover	When afflicted with a status ailment, if you do nothing for 4 seconds, the status ailment will automatically recover	8	500	5								○	
No-Arts Plus	If you win a battle using only normal attacks, all allies' gained EXP is increased by 15%	6	400	4								○	
Burst Guard	While Burst Arts is active, when you are attacked you still take damage but are less likely to be staggered.	8	500	5	○	○	○	○	○	○	○	○	○
Burst Key	While Burst Arts is active, the Overlimit effect duration will not be reduced to 0.	9	500	5	○	○	○	○	○	○	○	○	○
Burst Smash	If you defeat an enemy with a Burst Arts, the Overlimit gauge fills by 20%.	8	500	6								○	
Burst Force	Burst Arts power is increased by 20%.	9	400	3	○	○	○	○	○	○	○	○	○
Hard Shot	When you attack, the enemy's flinch duration increases. If used together with "Quick Arrow," the effects of both skills cancel each other out.	14	300	9						○			
Half Damage	All damage dealt by attacks is halved. Once during	1	100	1	○	○	○	○	○	○	○	○	○
High Canceller	a combo, it becomes possible to chain from a skill-altered move to another skill-altered move.	13	900	2	○							○	
High Combo	When you jump, you can cancel the landing and immediately perform an attack.	7	300	2							○		
High Turn	You can instantly change direction without braking	8	200	2			○						
Vitality	Maximum HP increases by 200	2	100	1	○	○	○	○	○	○	○	○	○
Vitality 2	Maximum HP increases by 400	4	200	2	○	○	○	○	○	○	○	○	○
Vitality 3	Maximum HP increases by 800	6	300	3	○	○	○	○	○	○	○	○	○
Vitality 4	Maximum HP increases by 1200	12	400	5				○					
High Tension	The amount the Overlimit gauge fills is increased b	6	400	8						○			
Hyper Appeal	y 50% When performing an Appeal, there is a 20% chance to enter Overlimit Level 1. However, the duration of the Overlimit effect is half the normal time	8	400	4						○			
Hyper Aerial	When you connect a combo of 16 or more hits in the air, you enter Overlimits Level 1. However, the duration of Overlimits 10 500 is half of the normal time.			5							○		
Hyper Aerial 2 You enter Overlimits Level 2. However, the duration of Overlimits 12 600 is half of the normal time.	When you connect a combo of 24 or more hits in the air, you enter Overlimits			6							○		
Hyper Guard	Block enemy physical attacks with guard repeatedly during a single battle and you enter Overlimits Level 1. However, the duration of Overlimits 7 600 is half of the normal time.			4								○	
Hyper Canceller	Once during a combo, it becomes possible to chain from one Mystic Arte to another	14	1000	2	○							○	
Hyper Combo	If you land a combo of 28 hits or more, you enter Overlimit Level 1. However, the duration of Overlimit is half the normal time.	2	400	3	○								

Skill Name	Effect	SP	習得LP	Symbol	Learnable characters Pointe Uera Karirejifu Ba								
🟥 Hyper Combo 2	If you land a combo of 50 hits or more, you enter Overlimit Level 2. However, the duration of Overlimit is half the normal time.	4	500	3	○								
🟥 Hyper Combo 3	If you land a combo of 72 hits or more, you enter Overlimit Level 3. However, the duration of Overlimit is half the normal time.	5	600	4	○								
🟥 Hyper Combo 4	Connecting a combo of 96 hits or more puts you into Overlimits Level 4. However, the duration of the Overlimits effect is half of the normal time.	9	700	7	○								
■ Hyper Heal	If you recover a total of 30,000 HP or more during a single battle, there is a 30% chance of entering Overlimits Level 1. However, the duration of the Overlimits effect is half of the normal time.	5	300	3		○							
■ Hyper Heal 2	If you recover a total of 50,000 HP or more during a single battle, there is a 30% chance of entering Overlimits Level 2. However, the duration of the Overlimits effect is half of the normal time.	8	500	5		○							
■ Hyper Fatal	If you chain Fatal Strikes (FS chain) 4 times or more and activate a Fatal Strike, you will enter Overlimits Level 1. However, the duration of the Overlimits effect is half of the normal time.	5	400	4				○					
🟥 Hyper Fatal 2	If you chain Fatal Strikes (FS chain) 7 times or more and activate a Fatal Strike... When activated, you enter Over Limit Level 2. However, the duration of the Over Limit effect is half the normal time.	7	600	6				○					
■ Hyper Form Up	When you become Critical Form with "Form Up", You enter Over Limit Level 1. However, 12,400 the duration of the Over Limit effect is half the normal time.			4									○
■ Hyper Form Up 2	While Over Limit is active, using "Form Up" to beco If you become Critical Form, the Over Limit level increases by 1. 18, 500			4									○
🟥 Hyper Magic	If you string a combo of 48 hits or more using only magical attacks, you wi Enter Over Limit Level 1. However, the Over Limit effect duration is half the normal time. 6,400			4					○				
🟥 Hyper Magic 2	If you chain a combo of 96 hits or more using only magical attacks, you enter Overlimits Level 2. However, the duration of Overlimits is half of the normal time.	8	600	6					○				
■ Hyper Magic Guard	If you block enemy magical attacks multiple times with a Magic Guard during a single battle, you will enter Over Limit Level 1. However, the duratio	5	400	4								○	
■ Hyper Move	n of the Over Limit effect is half of the normal length. If you move a lot during a single battle, you will enter Over Limit Level 1. However, the duration of the Over Limit effect is half of the normal length.	8	700	4			○						
■ BauBau	When performing an Appeal, there is a 30% chance to cancel the actions of all allies and enemies.	7	600	6			○						
■ Bust Security	For arts/skills whose effects are decided randomly, if you get an undesirable result, there is a 40% chance to avoid the negative effect.	10	500	4									○
🟩 Back Encounter	If you encounter an enemy symbol from behind, there is a 10% chance that at the start of battle all allies will recover 30% of their maximum TP	9	200	2			○						
■ Backstepper	You can cancel the landing of a backstep and perform consecutive backsteps	5	300	3	○								
■ Backstep	Press the ●◆button + to perform a backstep	3	100	2	○	○	○	○	○	○	○	○	○
■ [Passive Safe	Damage taken when knocked back is halved At th	2	100	1	○	○	○	○	○	○	○	○	○
■ Happiness Ring	e end of battle there is a 5% chance that only characters who have a skill set will have their acquired EXP increased by 5%	11	300	2	○	○	○	○	○	○	○	○	○
■ Happiness Ring 2	There is a 5% chance at the end of battle that only characters who have a skill set will gain 5% more LP	11	300	20000					○	○	○	○	○
■ Happiness Ring 3	There is a 5% chance at the end of battle that the gal	8	300	2	○	○	○	○	○	○	○	○	○
🟥 Paralive Row	d obtained increases by 5%. When a normal attack hits, there is a 15% chance the target will become paralyzed.	8	400	2								○	
■ Parry	When receiving a physical attack, there is a 10% chance the damage becomes 1.	8	300	3								○	

Skill Name	Effect	SP	Acquisition LP	Symbol Points	Learnable Characters								
					Yuerakarirejifupa								
Hunter	Against flying enemies, damage dealt is increased by 20% and damage received is reduced by 20%.	5	200	2						○			
Hunter 2	When you defeat flying enemies, all allies' gained EXP increases by 10%.	11	300	6						○			
Hunter Fang	When activating the green Artes "Fatal Strike," its bonus is doubled.	6	100	6			○						
Healing Arts	When using restorative magic, there is a 6.25% chance that TP will not be consumed	5	200	2		○							
Healing Arrow	When an arrow attack hits, restores 100 of your HP	11	500	5						○			
Healing Arrow 2	When an arrow attack hits, restores 50 of your TP	14	600	6						○			
Heal Arts Charge	When "Might Charge" is equipped, only recovery-type techniques will reflect charge behavior	7	500	10				○					
Heal Supply	When you heal an ally with restorative magic, you also recover an amount equal to 20% of the healing amount for your own HP	7	300	4		○							
Hero	Deals 20% more damage to non-humanoid enemies and receives 20% less damage	5	200	2								○	
Pico Hammer Revenge	When taking damage, has a 10% chance to counterattack with the "Pico Hammer"	8	200	4		○							
Hit Plus	If you press the button with good ◉ timing during a Mystic Arte, the number of hits increases	3	500	3	○								
Pinch Up	In battle, if you are the only one left, all your stats increase by 40%. However, this only applies when two or more participants were involved in the battle	3	200	8	○								
Fighting Scope	When Patty defeats a monster not yet registered in the bestiary, she can consume one "Spectacles" to register it in the bestiary.	4	400	4									○
Female Company	When all allies participating in battle are female, both physical and magical attack and defense increase by 25%.	5	300	4									○
Fatal Exceed	Damage dealt to enemies that do not die from a Fatal Strike is increased by 50%.	6	500	2	○	○	○	○	○	○	○	○	○
Fatal Bonus	Landing a Fatal Strike restores 20% of maximum HP.	7	300	4	○	○	○	○	○	○	○	○	○
Fatal Bonus 2	Landing a Fatal Strike restores 20% of maximum TP.	9	400	5	○	○	○	○	○	○	○	○	○
Form Keep	If Patty delivers the finishing blow to end a battle, the next battle will begin in the form used at the end of the previous battle.	5	700	4									○
Form Select	When using "Form Up," you can freely select a form with button inputs. Press the button for Advance Form, the button for Playnel Form, and the button for Normal Form.	5	700	4									○
Bullfight Mind	If you have "Style Change" set, the attack power of close-range normal attacks is increased by 20%.	5	300	3						○			
Break Subless	When you guard against an enemy attack, you become less likely to suffer a guard break.	6	200	2		○							
Breakdown	If you hit a downed + stunned enemy, you can extend the enemy's stun time once.	10	200	4				○					
Playnel Grace	When in Advance Form or Critical Form, you will no longer flinch if you take damage while casting magic.	24	800	4									○
Playnel Combo Magic	If in Playnel Form or Critical Form, you can chain from lower-level magic into techniques.	4	400	4									○
Playnel Combo Magic 2	When in Playnel Form or Critical Form, it becomes possible to chain from advanced magic to skill-transforming techniques and to mystic artes.	6	300	4									○
Playnel Speed Spell	When in Playnel Form or Critical Form, the casting time of magic is 40% shorter than normal.	9	400	4									○
Playnel Magic Cancel	When in Playnel Form or Critical Form, if you use Playnel Magic Cancel (a skill-transforming technique) after the original magic, it can be activated with no casting time.	7	600	4									○
Playnel Magic Select	When in Playnel Form or Critical Form, when activating random-type magic such as “Risky Cast,” ◉ you can use the button to choose attack-type spells and the button to choose healing/support-type spells.	5	600	4									○

Skill Name	Effect	SP	Acquisition LP	Symbol points: Yuera Karireijifu	Learned character								
■Blonde Universe	When Freen is participating in battle, susceptibility to status ailments is reduced by 50%.	5	300	4									O
■Pain Reflect	When hit by an attack, 50% of that damage is reflected back to the attacker.	5	300	3	○	○	○	○	○	○	○	○	○
■Heavy Arrow	Only for normal attacks, the firing interval of ranged attacks becomes slower, but power is increased by 20%. When used together with "Quick Arrow", the effects of both skills cancel each other out in some cases.			6						○			
■Heavy Weight	When attacked, you will no longer be knocked back, but movement speed is reduced by 50%.	5	200	4				○					
■Heavy Energy	If a Heavy Bow is equipped, physical defense increases by 20%.	3	100	3						○			
■Heavy Magic	TP consumption and casting time increase by 40%, but damage dealt by magic attacks also increases by 40%.	7	300	3					○				
■Headhunter	When an arrow attack hits a flying enemy, the chance to stun increases by 10%.	8	400	5						○			
■Holy Breath	The duration of the "Holy Bottle" is extended by 50%.	3	100	1			○						
■Might Charge	Hold the ● button to charge, increasing the power of the next attack by 20%.	5	200	3				○					
■Magical	Except for values added by equipment, magic attack is increased by 5%.	3	100	1	○	○	○	○	○	○	○	○	○
■Magical2	Except for values added by equipment, magic attack is increased by 10%.	5	200	2	○	○	○	○	○	○	○	○	○
■Magical3	Except for values added by equipment, magic attack is increased by 15%.	8	300	3	○	○	○	○	○	○	○	○	○
■Magical4	Except for values added by equipment, magic attack is increased by 20%.	10	400	4					○				
■MagicalT	If HP is 75% or higher, magical attack power is increased by 25%, excluding the value added by equipment.	11	100	2						○			
■ Magic Well Guard	Reduces damage taken while Magic Guard is active by 25%	4	300	3	○	○	○	○	○	○	○	○	○
■ Magic Guard	Press Button + ↓ to reduce damage from magical attacks by 75%. Effective while the button is held down.	4	200	2	○	○	○	○	○	○	○	○	○
■ Magic Cancel	If you use a skill-altering art immediately after the original spell, it can be activated with no casting time.	10	700	5					○				
■ Magic Critical	Magical attacks have a 10% chance to deal critical damage.	5	200	2					○				
■ Magic Smash	When an enemy is defeated by a magic attack, the Overlimit gauge fills by 10%.	5	400	4								○	
■ Magic Perfect	Become immune to enemy magic attacks. However, consumes 1 TP per second during battle.	16	700	7					○				
■ Magic Parry	When hit by a magic attack, there is a 10% chance the damage becomes 1.	8	300	3								○	
■ Magic Feint	Increases the chance to stun enemies with magic attacks by 5%.	3	200	3		○			○	○			
■ Move Armor	Will not flinch when attacked while freerunning.	24	600	30			○						
■ Bug Dislike	Against insect-type enemies, both damage dealt and damage received are increased by 50%.	4	200	2				○					
■Medical Smash: The effect becomes 1.2× when HP is 50% or more of maximum, 1.3× at 75% or more, and 1.5× when full.	The higher your remaining HP, the more the effects of recovery techniques increase. The effect becomes 1.3× at 75% or more, and 1.5× when full.			4				○					
■Medical Boost	The higher your remaining HP, the more the effects of healing artes increase. The effect becomes 1.2× when HP is 50% or more of maximum, 1.3× at 75% or more, and 1.5× when full.			2		○							
■Many Many Finish	If you connect an FS Chain eight times and then land a Fatal Strike, your HP is fully restored.	4	200	2	○								
■Mental Up	At the end of battle, there is a 5% chance that maximum TP increases by 2.	16	400	3	○	○	○	○	○	○	○	○	○
■ Mental Defense	When HP falls to 20% or below, incoming damage becomes one-tenth	8	200	4				○					
■ Mental Heal	Increases TP recovery after battle by 50%	5	200	2	○	○	○	○	○	○	○	○	○
■ Lion Heart	Grants a 50% chance to prevent status ailments	6	400	4								○	
■ Light Force	When equipping a light bow, magic attack power increases by 20%	3	100	2						○			

Skill Name	Effect	SP	習得LP	Symbol	Learning Character								
					Point Yuera Karirejifu (Point Yuera Karirejifu)								
Light Magic	TP consumption and casting time are reduced by 40%, but damage dealt by magical attacks is also reduced by 40%.	10	400	4					○				
Rival Energy	When Yuri defeats an enemy, there is a 25% chance that all stats will increase by 25%. The effect lasts about 60 seconds.	10	500	4								○	
Rival Energy 2	When Yuri activates Over Limit, there is a 25% chance of entering an Over Limit state of the same level.	20	800	4								○	
Life Up	There is a 5% chance at the end of battle to increase maximum HP by 5.	12	400	3	○	○	○	○	○	○	○	○	○
Life Heal	At the end of battle, HP is recovered by 8% of the maximum.	5	200	2	○	○	○	○	○	○	○	○	○
Life Reverse	Recovers half of the last damage taken at a rate of	12	200	2	○	○	○	○	○	○	○	○	○
Life Reverse 2	60 per second Recovers one-quarter of the last combo damage at a rate of 60 per second	5	300	2	○	○	○	○	○	○	○	○	○
Lucky Item	When using an item, there is a 5% chance that the used item will not be consumed	4	100	1			○						
Lucky Call	When incapacitated, if Luck is 100 or higher there is a 50% chance to be revived. Combined with "Recall" the chance increases by an additional 14,400			4			○						
Lucky Spear	When equipped with a spear, there is a 25% chance that bonus EXP will be doubled	12	200	6							○		
Lucky Limits	After using Burst Arts or Mystic Artes, there is a 5% chance that the Over Limit gauge will increase significantly	6	300	18			○						
Luck Plus	Luck is increased by 15 from the start	3	100	1			○						
Luck Plus 2	Luck is increased by 30 from the start	5	200	2			○						
Lovely Dog	If Rapido is participating in battle, all stats are increased by 20%	5	400	8		○							
Randomizer	For only Lower Magic and Mid-level Magic: 20% chance of no casting time, 30% chance of doublin	5	500	4					○				
Landing	g casting time Landing from a jump halves the recovery stun time	8	100	2							○		
Runner Supply	While free-running, recover 15 HP per second	7	300	3			○						
Runner Supply 2	While free-running, recover 3.75 TP per second	9	400	3			○						
Reincarnation	When reviving from incapacitation, there is a 25% chance to be in Over Limit levels 1–2 and a 10% chance to be in Over Limit levels 3–4. However, there is also a 25% chance that the revival will fail.	8	300	4									○
Recovery Arts	After taking a defensive action with Recovering, you can act while airborne	8	100	2							○		
Recovering	When knocked back by damage, you can perform a defensive action with a button to prevent going down	3	100	2	○	○	○	○	○	○	○	○	○
Recovering Guard	When hit during Recovering, you still take damage but are less likely to be staggered	6	400	6	○	○	○	○	○	○	○	○	○
Recall	When you fall in battle, there is a 20% chance to revive	22	300	2	○	○	○	○	○	○	○	○	○
Recall Cast	If you use a restorative magic within 2 seconds after getting up from a down, it will activate with no casting time	11	600	6		○							
Rhythm	By repeatedly pressing a button while chanting a spell, you can shorten the casting time	4	100	1					○				
Reduction	When you consecutively cast the same spell as the one last used, TP consumption is reduced by 25%	5	300	6					○				
Revival Energy HP	When revived from incapacitation, HP is fully restored	12	800	4								○	
Revival Energy TP	When revived from incapacitation, TP is fully restored	18	1000	4								○	
Limiter	The duration of Over Limit effects is increased by 20%	9	400	8	○	○	○	○	○	○	○	○	○
Limits Team	When activating Over Limit level 1, all nearby allies will enter Over Limit level 1. However, the duration of Over Limit effects is half of the normal length	16	400	4	○								
Limitz Team 2	When you activate a level 2 Overlimit, all nearby allies enter an Overlimit level 2 state.20 However, the duration of the Overlimit effect is half the normal length		700	7	○								
Limitz Team 3	When you activate a level 3 Overlimit, nearby All allies enter Overlimits Level 3. 26,800 However, the duration of the Overlimit effect is half the normal length			8	○								

Skill Name	Effect	SP	習得LP	Symbol Points	Acquired characters Yuela Karirejifu Pa								
Limits Fever	When Overlimits ends, there is a 25% chance that the Overlimits state will resume.	15	600	4									○
Limits Plus	When you activate Overlimits, the Overlimits state will be one level higher than the number of gauges consumed.	20	600	6	○		○	○			○		
Limits Plus 2	When you activate Overlimits, the Overlimits state will be two levels higher than the number of gauges consumed. However, the duration of Overlimits is shortened from the usual 3 minutes to 1 minute.	23	700	5			○						
Limits Bonus	When Over Limit occurs, there is a 15% chance that HP will be fully recovered	12	300	2	○	○	○	○	○	○	○	○	○
Limit Bonus 2	When Over Limit occurs, there is a 15% chance that TP will be fully recovered	14	400	3	○	○	○	○	○	○	○	○	○
Link Slasher	Encounter links will no longer occur	6	100	1	○								
Loose-Less Soul	When downed, there is a 10% chance that TP will recover 15% of its maximum	5	200	2	○	○	○	○	○	○	○	○	○
Reynard	When a hammer is equipped, attack power increas	5	100	1				○					
Resist	es by 10%. Except for values added by equipment, magic defense increases by 5%.	2	100	1	○	○	○	○	○	○	○	○	○
Resist 2	Except for values added by equipment, magic defense increases by 10%.	4	200	2	○	○	○	○	○	○	○	○	○
Resist 3	Except for values added by equipment, magic defense increases by 15%.	6	300	3	○	○	○	○	○	○	○	○	○
Resist 4	Except for values added by equipment, magic defense increases by 20%.	8	400	3		○							
Resist T	When HP is 75% or higher, except for values added by equipment, magic defense increases by 25%.	7	100	3						○			
Resist Convert	Physical defense value equal to 25% is added to m	5	300	3		○							
Rest Line Shot	agic defense. When performing a normal attack with a belt or chain, fires a magic projectile allowing attacks from a distance.	8	100	1					○				
Resolution	When a spell finishes off an enemy, you can absorb the enemy's HP immediately before the finishing damage as TP.	8	300	6					○				
Mule Shijin	Enhances the corresponding spell/skill into a Skill-Changed Technique (Spell). Skill-Changed Techniques (Spells) can be learned through repeated use.	4	300	3	○	○	○	○	○	○	○	○	○
Levitation	Press the L3 button while jumping to consume TP and Float in the air. While levitating, press ↑ to rise and ↓ to descend; press L3 to land.			1					○				
Combo	Enhances the corresponding artes/techniques into Skill-Transforming Artes (Techniques). Skill-Transfo	4	300	3	○	○	○	○	○	○	○	○	○
Rod Economy	rming Artes (Techniques) can be learned through repeated use. When a staff is equipped, TP consumption for artes/techniques is reduced by 15%.	12	200	6							○		
Rod Defense	When a staff is equipped, physical defense is increased by 40%.	6	200	4							○		
Long Strength	The arrow range of normal attacks is extended.	10	100	2						○			
One Combo "An"	If you press the button with good timing at the end of a normal attack An additional attack is triggered. At this time, pressing the button performs a side step, and pressing the button again allows a further branching attack.			4		○							
One Combo "Do"	After "An", if you press the button at the right timing, follow-up Additional attack is triggered. At this time, press the button to side-step and press the button again to perform a further branching attack 12 500 Step, and by pressing the button you can perform an additional branching attack			5		○							
One-Combo "Trois"	After "Do," if you press the button with the right timing, an extra attack is triggered. At this time press the button to side-step 14 600 and by pressing the button you can perform a further branching attack			6		○							
One Self	If one person defeats all enemies in a single battle, acquired EXP increases by 20%	5	200	2	○								

Actions During Battle

Move

During battle, character movement is performed with the left stick ; moving it left or right moves you forward or backward relative to the target. Use this to adjust distance from enemies and perform attacks or evasions. Hold the L2 button Types of movement While holding them and inputting the left stick, you enter freerun, allowing you to move freely around the field. This control is useful for escaping when surrounded by enemies or shaking off enemy pursuit.

Forward/Backward ➡ / ⬅

Pushing the left stick fully makes you dash ; pushing it slightly makes you walk. To switch from walking to dashing, first release the left stick.

Jump ⬆(+ Button)

When the control mode is set to "Manual" the character jumps by pushing the left stick up. In "Semi-Auto", hold the button and push the left stick up to jump.

Freerun Button 2 + Left Stick

Hold the L2 button and move the left stick to move freely in any direction. As with moving forward/backward, the tilt of the left stick controls speed. Also, only when the control mode is "Manual", performing a free-run forward allows you to cancel a regular attack or a spell/skill mid-animation. Use this "manual cancel" to erase the recovery vulnerability of spells/skills that have long post-activation stiffness.

Guard and Evasion

Pressing the button makes the character assume a guarding stance in place, greatly reducing damage taken from enemy normal attacks and skills. Also, by equipping certain skits you can perform various guard actions beyond the standard guard. You'll want to have as many of these as possible.

If either allies or enemies keep receiving attacks without lowering their guard a "Guard Break" will occur, leaving them defenseless for a short time.

● Types of Guard Actions

Guard ● Button

While holding the ● button, you guard against normal attacks and skills, reducing damage received by 60%. You'll want to transition to a counterattack before a guard break occurs.

Magic Guard Press ● + ↓ While

entering commands, damage received from magical attacks can be reduced by 75%. Use this in combination with guarding depending on enemy attacks.

Critical Guard • Circle Button + / ➡ ⬅

Move slightly forward while maintaining a guarding stance. If you time your guard against an enemy attack correctly, damage from normal attacks and Artes can be reduced to 1.

Backstep

Press ● + / Quickly jump backward while facing forward to put distance between you and the target ⬅ ➡

This movement evades enemy attacks when they approach and does not have an effect of reducing damage.

Recovering: press the button while being blown away

When blown away by an enemy attack you can press a button to perform a roll and prevent going down. You can also quickly get up from the downed state.

※Guard actions other than Guard can be performed by equipping the skill with the same name.

Normal Attack

Normal attacks, easily performed with a button, are the basic means of attack that deal damage to enemies with the equipped weapon. Their power is not great, but they can be executed repeatedly in succession. You can do this, and by combining it with left stick input you can also alter your attacks. Also, each time a normal attack lands, TP recovers by 1.

Types of normal attacks (in Yuri's case)

Slash Attack Button

Swing the weapon downward to attack the enemy directly in front. The attack activates quickly and has little recovery time afterward, making it very easy to use. It is ideal as the starting point for consecutive attacks.

Furi Attack ↓+Button

Swing the weapon in a sweeping motion to clear the surroundings. It has a wide attack range and strikes the area at the wielder's feet, making it easy to hit tall enemies. It can also sometimes knock enemies down.

Jump upward slash attack Press the button while jumping

Raise your weapon while in the air. Use this to attack enemies that are at heights unreachable by anti-air attacks. It can also be activated during a jump by pressing ↑+●.

Freerun Attack: Press button while freerunning

This is an attack unleashed from freerun, and the attack method varies depending on the character. Note that the target may shift to an enemy hit by the attack.

Thrust attack ←+/Button

The weapon is thrust forward to attack enemies in front. It is characterized by a long reach, but because it has the effect of knocking enemies back, it tends to create distance from the opponent.

Anti-Air Attack ↑+Button

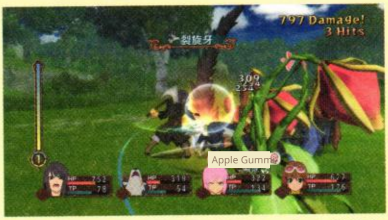
Because the weapon is swung up forcefully, it easily hits enemies in the air. Hitting with this attack can also slightly lift enemies.

Jump Slash Attack: ↓+button while jumping

While in the air, swing the weapon horizontally, sweeping somewhat downward. In addition to attacking enemies flying in the sky, it is also useful for targeting ground enemies from the air after a jump.

Battle Menu

Pressing the button during battle pauses the game and displays the "Battle Menu." The contents of the battle menu are as shown in the table on the right. Additionally, while paused you can switch the camera view with the button and L2/R2 buttons, or change tactics using the button and left stick or the directional keys (→P51). Pause the game when you want to check the battle situation.



During battle, constantly check your allies' HP and status. Open the menu and use items or artes before it's too late.

Battle Menu Items

Arts / Techniques	In addition to being able to set arts and skills, you can make allies under auto-control use arts and skills.
Equipment	You can check and change equipment. Be careful, because changing weapons may remove certain skills.
Items	Have a character use an item. When an item is used, an "ITEM gauge" appears at the top left of the screen; until that gauge is depleted, you cannot use other items.
Tactics	You can change or check registered tactics and formations. See page 51 for details on tactics.
Escape	When executed, an "ESCAPE gauge" is displayed at the top left of the screen. When this fills up, you can escape from battle.

Arts • Skills

Acquiring Arts and Skills

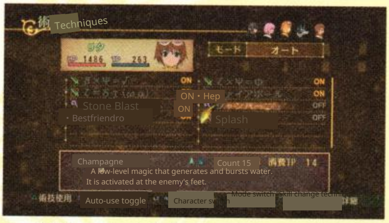
"Arts and Skills" is a general term for "skills" and "spells" that consume TP to activate; they can deal heavy damage to enemies or heal allies' HP, among other effects. Arts and skills can be learned in three ways: reaching a certain level, increasing the number of times other arts/skills have been used, or clearing sub-events. For those that require a certain level or number of uses, once the conditions are met, there is a 25% chance to learn them when performing a normal attack or activating an art/skill during battle.

253 Damage!
1 Hit
Acquired

Even if a character meets the level or usage count requirements,
they will not learn new artes or techniques unless they are deployed in battle.

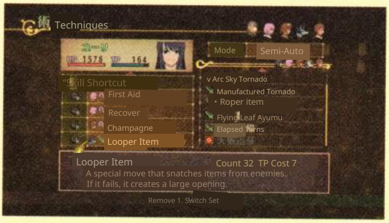
Artes/Techniques Set

Learned artes and techniques can be registered in the menu under "Artes/Techniques" so that they can be executed during battle using combinations of the left stick directions and buttons. A playable character can have up to four artes/techniques registered, so choose with combos (→P50) in mind. Also, pressing the L3 button on the Artes/Techniques screen will display the shortcut registration window. Here artes/techniques registered in this window can be used solely by inputting the right stick. Furthermore, when you obtain the valuable item "Aergible(?) Ball" (アーツボール), the artes/techniques set and the shortcuts each increase by one set, allowing up to eight artes/techniques to be registered per character. To use artes/techniques registered in the additional set, hold a button while entering the command.


術 Techniques
1486 263
モード オート
ON
ON・Hep
ON
Stone Blast
・Bestfriendro
Splash
ON
ON
OFF
OFF
Auto-use toggle
Character switch
Mode switch "Skill change technique

Champagne Count 15 消費TP 14
A low-level magic that generates and bursts water.
It is activated at the enemy's feet.

The character under auto-control can be toggled ON and OFF
to set which techniques to use and which not to use in battle.

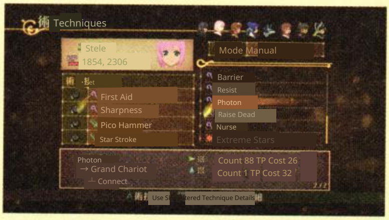

術 Techniques
1578 164
Mode Semi-Auto
"Skill Shortcut
First Aid
Recover
Champagne
Looper Item
v Arc Sky Tornado
Manufactured Tornado
・Roper item
Flying Leaf Ayumu
Elapsed Turns
Remove 1. Switch Set

Looper Item Count 32 TP Cost 7
A special move that snatches items from enemies.
If it fails, it creates a large opening.

You can set spells/skills for characters other than the controlled character in the sho
It's good to include spells/skills that restore HP.

Enhancement of Spells/Skills by Skills

"Two-kanji skills" such as "連撃" (Chain Strike) and "疾風" (Gale) have effects that enhance specific arts or techniques. For example, for Yuri, when the skill "連撃" (Chain Strike) is set and he uses the special move "蒼破刃" (Azure Break Blade), the technique changes and "蒼破追連" (Azure Break Pursuit Chain) is triggered. Techniques and arts born this way are called "skill-altered techniques (arts)." Skill-altered techniques can be mastered after being used 100 times, and skill-altered arts after 50 uses. After that, even if the skill is removed, they can be equipped and used like any other art or technique.


術 Techniques
Stele
1854, 2306
Mode Manual
術 ·Set
First Aid
Sharpness
Pico Hammer
Star Stroke
Barrier
Resist
Photon
Raise Dead
Nurse
Extreme Stars
2/2
Use Skill-altered Technique Details

Photon
→ Grand Chariot
┴ Connect
Count 88 TP Cost 26
Count 1 TP Cost 32

Once a skill-altered technique (spell/skill) has been activated,
you can check it by placing the cursor over the original spell/skill and pressing the

Characteristics of Techniques

The defining feature of techniques is that they activate immediately when the command is entered, and most inflict damage on enemies. Techniques are divided into two types: "Special Techniques" and "Mystic Artes" (or "Mysteries"), each having the characteristics described below. Types of Special and Mystic Techniques

It can also be executed as a single strike, but the basic usage is to trigger it as a follow-up from a normal attack (→P50). Also, skills can be strengthened by using them, and many gain additional effects.

Special Technique

Compared to Mystic Arte, it is weaker but significantly more powerful than normal attacks. It consumes relatively little TP, so it has the advantage of being usable frequently from the early stages.

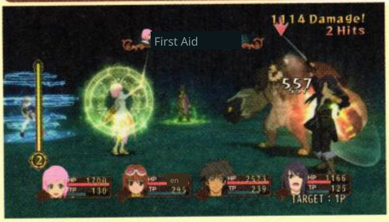
Mystic Arte

Because of the high power, TP consumption is also relatively high, so avoid overusing it when TP is low. It is characteristic that it can be activated by chaining from a Skill.

Characteristics of Arts

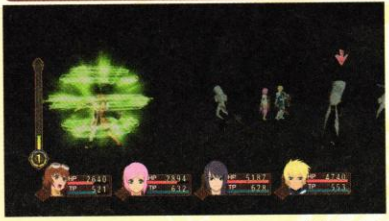
Arts have a wide range of effects such as attacking, healing, and support, but they require casting time from command input to activation. While casting an Art you cannot move and are defenseless, so if you are likely to be attacked, Press the ● button to interrupt casting. Note that Arts are classified as Low, Medium, and High, and the higher the class, the longer the casting time. See below for the procedure to select the target(s) of an Art.

use an Art that targets a single enemy



During casting, use the direction keys to select the target. When used on an ally, "TARGET: 1P" is displayed below the status.

Arts that affect a certain area

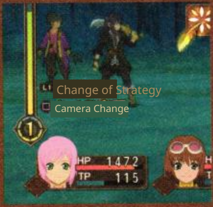


While casting, move the cursor with the left stick to target the enemy. You can also select enemies using the left and right on the directional pad.

C O L U M N

How to change the playable character during battle

Once you obtain the Key Item "Moon Selector", you can switch the controlled character by pressing the OPTIONS button while the battle menu is displayed. This allows you to directly control a party member when you want them to use spells or items. The "Moon Selector" is an item that can be synthesized early in the game, so it's a good idea to get it as soon as possible. See page 526 for the materials.

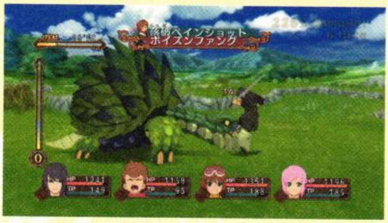


Press the OPTIONS button to shift the characters one step to the left. The leftmost character becomes the controllable character.

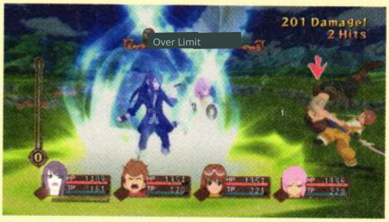
Over Limit

Activation and Effects of Over Limit

As the scenario progresses, the battle screen will display an "Over Limit Gauge (OVL Gauge)" and an "Over Limit Level." When the gauge is filled during battle, the Over Limit Level becomes 1; while in that state, inputting a direction on the control pad activates Over Limit. Characters in Over Limit can chain arts and techniques without limit, and spellcasting time for artes is also eliminated.



The Overlimit gauge fills when you hit an enemy without being guarded against or each time you take damage from an enemy.



When you activate Overlimit, you can blow away surrounding enemies. The effect lasts until the gauge under the status runs out.

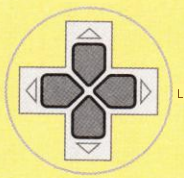
Overlimit Levels

Initially, the Overlimit level is capped at 1, but obtaining special items like a "Limits Duo" raises the maximum level. You will be able to activate Overlimits of levels 2–4 with various added effects.

The Overlimit level to activate can be selected with the directional pad (up/down/left/right) as shown in the illustration on the right. While in Overlimit, you can also stack and activate another Overlimit to raise the level.

Check page 520 for methods to obtain the rare items that allow you to raise the Overlimit level.

● Commands to activate each level



●Activation conditions and effects for each level

	Activation Conditions	Effect
Level 1	Progress through the scenario and learn Overlimits	・Can chain normal attacks and all spells/skills without restrictions ・Spell casting time is eliminated ・Less likely to be staggered
Level 2	Obtain "Limits Duo"	In addition to the effects of Level 1, ・Can attack downed enemies to forcibly wake them and deal damage ・(continuation)
Level 3	Obtain "Limits Trio"	In addition to the effects up to Level 2, ・No longer consumes TP for any artes or techniques
Level 4	Obtain "Limits Quartet"	In addition to the effects up to Level 3, ・Will not be staggered or take damage when struck by enemy attacks

Effect of the Skill Symbol

When a Skill Symbol is formed, various effects are granted when Overlimits are activated (→P26). If two or more characters enter the Overlimit state at the same time, the skill effects apply to all of them

The effects of the symbols are applied. If the formed symbols are duplicated, their effects increase; if different symbols are formed, you gain the effects of multiple skill symbols.

Special Attacks During Overlimit

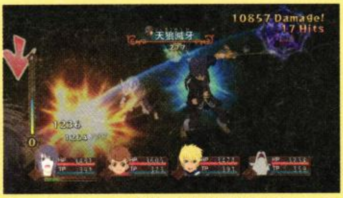
During Overlimit, after using certain spells or techniques, you can input commands to trigger "Burst Arts" or "Hidden Mystic Artes." The detailed activation conditions are explained below. Both are extremely powerful attacks

As an assault technique, its power increases the higher the Overlimit level. Also, Burst Arts change their attacks when specific skills are equipped, and add one of the attributes Fire, Earth, Wind, or Water.

○ Attacks that can be performed during Overlimit

Burst Arts

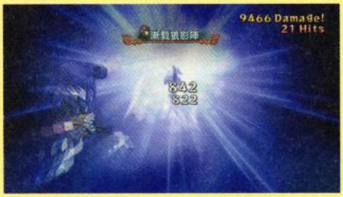
During Overlimit, after performing an Mystic Arte, a skill-transformed technique (spell), or a mid- or high-leve✖magic, hold the button to activate it. One Burst Art changes into four variations depending on the equipped skill—this is common to all characters.



While in Over Limit, perform consecutive attacks and smartly activate a Burst Art just before the effect wears off. This allows you to chain many combos.

Hidden Mystic Artes

Equip the "Special" skill and activate Overlimit at level 3 or 4. After using a Mystic Arte, a skill-transformed technique (spell), mid- or high-level magic, or a Burst Art, hold th◎ button, or hold the b✖ton together with , to activate it.

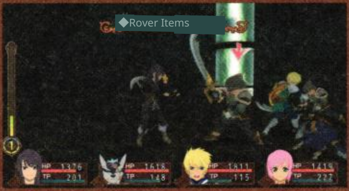


Secret Artes that can be activated only at OVL Level 4 have individual activation conditions. Refer to "Character Data" from page 53 onward.

COLUMN

How to efficiently build the Over Limit gauge

The Over Limit gauge increases not only by landing or receiving attacks, but also by pressing the L3 button during battle to perform a taunt action. There are also skills such as "Combination," "High Tension," and "Lucky Limits" that boost gauge gain. Before important fights like boss battles, use these skills and taunt actions to fill the Over Limit gauge to its maximum.



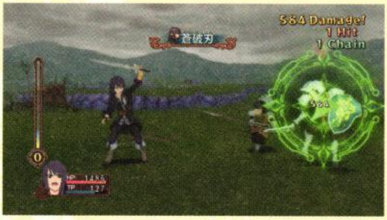
To perform a taunt, you must have either the skill “Appeal” or “Appeal 2” equipped.

Fatal Strike

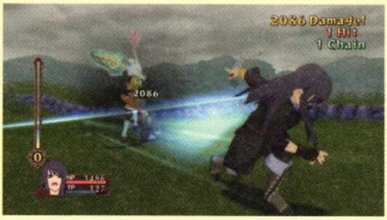
Activation and Effects of Fatal Strike

All enemies have a Fatal Strike Gauge (FS Gauge) in blue, green, and red. Each time you hit them, one of the colored gauges decreases. When an FS Gauge is reduced to 0, a sign matching that gauge's color appears on the enemy; at that point, pressing the R2 button will trigger a Fatal Strike.

When the Fatal Strike activates, it will instantly defeat normal enemies and deal massive damage to enemies that cannot be one-shot. Additionally, depending on the color of the sign that triggered the Fatal Strike, you receive bonuses such as increased EXP, increased LP gained, and higher item drop rates.



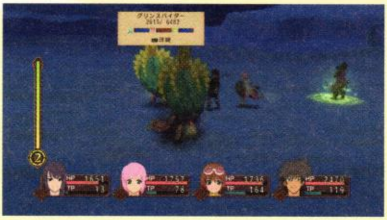
The time the magic formula is displayed is short. Be sure to press the R2 button firmly and accurately when it is fully shown.



The power of Fatal Strike is the same for all characters: 600 if the magic formula is blue, 700 if green, and 800 if red.

FS Gauge Decrease Mechanism

Which color of the FS gauge decreases when you hit an enemy is determined by the type of attack. In the case of a normal attack, it depends on the input of the left stick The gauge pointing in the same direction decreases, and for artes and skills the gauge that decreases is the one colored the same as the icon assigned to each. The arte/skill icon can be checked on the arte/skill screen. Also, the amount the FS gauge decreases is determined by various factors. Refer to the table below to reduce the FS gauge efficiently and trigger a Fatal Strike. Factors that affect FS gauge reduction



When a Fatal Strike becomes available, you can hold down the R1 button to check the enemy's FS gauge.

The FS gauge is more likely to de	If you meet the following conditions—launching a flying enemy into the air / knocking a floating enemy down / knocking a downed enemy into the air— the amount the FS gauge decreases will change depending on the attack. The decrease amount grows in the following order: Normal Attacks < Special Skills・Low-Tier Spells < Mystic	
	Land consecutive hits on the enemy	Land a counterattack hit
	Attack using the enemy's weakness element	Attack the enemy from behind
	Attack an enemy that is stunned	Attack while taking no damage since the start of battle
	Be the first to attack that enemy	Critical damage occurs
	Attack within 5 seconds of the start of battle	
FS gauge Less likely to decrease	Attack with the enemy's resistant attribute	Attack is guarded by the enemy
	Repeat the same attack	

Relationship between Enemy Races and Fatal Strike

All enemies belong to one of nine races

However, depending on this classification, the FS gauge that decreases easily and the FS gauge that decreases slowly, as well as the type of bonus obtained when Fatal Strike is activated, will change. Details are shown in the table below. Check each enemy's race in the \"Monster Data\" starting on page 412. Note that inorganic-type and scale-type enemies have all FS gauges that are hard to reduce, but the bonuses they grant are relatively stronger.

Wont
HP 1050
TP 65
[Gekogeko
Otaota
ZE
Weakness dish
Appendage affinity
Category Model

For enemies you have fought before, you can also check their species in the "Library" (→P21) monster compendium.

Characteristics of fatal strikes by species

Humanoid	Beast-type / Demonic creature-type	Bird-type / Insect-type	Plant type · Aquatic type	Inorganic Type · Type
Prone to Decrease FS Gauge None	Prone to Decrease FS Gauge ▶	Prone to Decrease FS Gauge ▼	Prone to Decrease FS Gauge ▲	Prone to Decrease FS Gauge None
Hard to Decrease FS Gauge None	Hard to Decrease FS Gauge ▼	Less likely to decrease FS Gauge ▲	Less likely to decrease FS Gauge ▶	Less likely to decrease FS Gauge ▲▶▼
Bonus by spell color	Bonus by spell color	Bonus by spell color	Bonus by spell color	Bonus by spell color
A: Increased EXP gained	A: Increased EXP gained	A: Increased LP gained	A: Increased item drop rate	▲Increased EXP gained
▶ Increased item drop rate	▶Increased item drop rate	▶: Increased EXP gained	▶: Increased LP gained	▶ Increased item drop rate
▼: Increased LP gained	▼: Increased LP gained	▼: Item drop rate up	▼: EXP gained up	▼: Increased LP gained

Occurrence and Effects of FS Chains

Even if an artes appears, if you do not activate a Fatal Strike and instead immediately land the next attack to cause the artes to appear again, a count labeled "○ Chain" will be displayed at the top right of the screen. If you consecutively trigger artes on the same enemy to increase this chain count and then finish with a Fatal Strike, an "FS Chain" will occur. Depending on the color of the artes when the chain is ended, you will receive additional bonuses at the end of battle. Try to actively aim for this.

2596 Damage!
8 Hits
1 Chain

Keep in mind that the more chains you have, the greater the bonus effects you receive.

Additional Bonuses from FS Chains

A: HP recovery + Physical/Magical Attack Up + OVL Gauge Up

▶: TP recovery + OVL Gauge Up

▼: HP recovery + Physical/Magical Defense Up + OVL Gauge Up

●Changes in effects from FS Chain recovery

Chain Count	HP and TP recov Increase rate of parame	OVL Gauge Increase Amount (1 gauge per 100)
1	5%	10
2	8%	16
3	12%	24
4	18%	36
5	25%	50

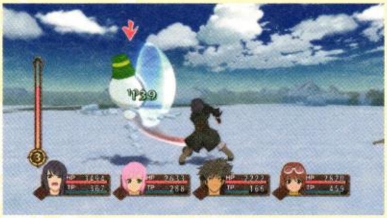
※From 6 chains onward, both the increase rate and the increment rise by 1 each

※OVL gauge increase rates are for when the Overlimits level is 3 Numeric values. At level 1 it is doubled, at level 2 it is 1.25 times, and at level 4 it becomes one half.

Attributes and Status Abnormalities/Changes

How Attributes Work and Their Effect on Damage

Equipment such as weapons and armor, as well as artes and techniques, can have attributes. For equipment, equipping them grants the character "attack attributes," "resistance attributes," and "weakness attributes." Each attribute is also assigned to enemies, and landing an attack that matches the opponent's weakness attribute increases damage.



Some enemies will recover HP when hit by attacks of their resistance attribute. In such cases, the damage is displayed in green.

Conversely, attacks of a resistance attribute deal reduced damage. The same applies when enemies attack allies. As enemies grow stronger, attribute affinities become more important, and it will be necessary to switch equipment and artes/techniques to match the opponent's attributes. Types of attributes

- ▶ Fire
- > Earth
- Wind
- Water
- Light
- Darkness

Characteristics and Effects of Status Ailments

If a character receives a special attack from an enemy during battle, they may become afflicted with various status ailments. There are seven types of status ailments in total, all of which put us at a disadvantage. Moreover, the battle is Because they do not naturally recover after ending, you must use healing items, artes/techniques, or stay at an inn to restore them. It is necessary to recover each status ailment by Check the sections in the table below. Also, there are skills and accessories that can prevent status ailments in advance or reduce their occurrence rate, so it is advisable to make use of them.

Machampagne.

Prepare all types of recovery items in advance in case a character who has healing arts/skills becomes afflicted with a status ailment.

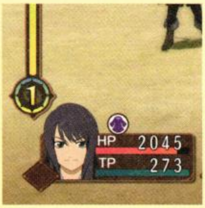
Types of status ailments

Icon Name		Symptoms	Recovery methods	
●	Poison	HP decreases by 5% of the maximum every 3 seconds	[Item] Poison Bottle [Cuisine] Gyūdon (beef bowl)	[Item] Cure Bottle [Item] Panacea Bottle [Spell] Recover [Spell] Dispel [Artes] Vital Recovery Stamp [Dish] Meat Sauce
●	Mental contamination	TP decreases by 5% of its maximum every 3 seconds	[Item] Mind Bottle	
●	Paralysis	When attempting to act, there is a 50% chance the action will be canceled	[Item] Para-Lai Bottle	
●	Weakness	Maximum HP is halved	[Item] Weak Bottle	
●	Skill Seal	Unable to use artes and magic	[Item] Seal Bottle	
●	Skill Seal:	All equipped skills' effects are nullified	[Item] Seal Bottle	
●	Petrification	Unable to take any action	[Item] Stone Bottle [Dish] Omelette Rice	

Characteristics and effects of status changes

Some status changes have positive effects and some have negative

Most status changes wear off over time, so if a detrimental effect does not seriously affect the party, recovery may not be necessary. Incidentally, status changes that raise parameters can be applied to allies by Estelle's spells or cooking.



Status changes that affect parameters are shown by the icon color: blue indicates an increase, and red indicates a decrease.

Types of status changes

Icon	Name	Symptoms	Recovery methods
●	Physical attack change	Physical attack is increased (blue) or decreased (red)	- The effect wears off after a certain amount of time - Detrimental status effects can be cured with "Diney Bottle", "Panacea Bottle", or "Dispel"
●	Physical defense change	Physical defense is increased (blue) or decreased (red)	
?	Magic attack change	Magic attack is increased (blue) or decreased (red)	
●	Magic defense change	Magic defense is increased (blue) or decreased (red)	
Z	Sleep	Becomes unable to act. Recovers when attacked	
◎	Charm	When control mode is Semi-Auto or Manual, the control buttons are randomly changed. In Auto, it ignores tactics and attacks friend and foe alike	
●	Auto-Revive	When incapacitated, automatically revives	The effect lasts until incapacitation or the end of battle

Reactions and postures when hit

If a character takes a direct hit from an enemy attack, they may lose their posture or fall to the ground. The main reactions are the four listed below and are common to both enemies and allies. All of them recover in a short time, but while affected the character is defenseless and vulnerable to follow-up attacks. Enemy attacks should be guarded against or avoided to prevent leaving an opening. Also note that attacks from behind may deal greater damage than usual.

Also, whether friend or foe, when a physical attack lands it may occasionally deal greater-than-normal damage. This is a "critical," which occurs more frequently the higher that character's luck. In addition, some powerful enemies such as bosses have a "super armor" state in which they do not stagger when hit. Super armor is broken after receiving damage above a certain threshold, so press the advantage with consecutive attacks when the opponent finally staggers.

○ Main reactions and postures when hit

Stagger

The body is thrown backward, leaving it momentarily defenseless. If the next attack lands here, it becomes a combo that triggers consecutive hits (→P50).

Launch

Sent upward from the force of an attack and lifted off the ground. While airborne you are defenseless and, like stagger, can be followed up with consecutive attacks.

Down

Knocked away and slammed into the ground. While lying down you cannot be targeted by attacks, but there are attacks that can hit opponents during their down state.

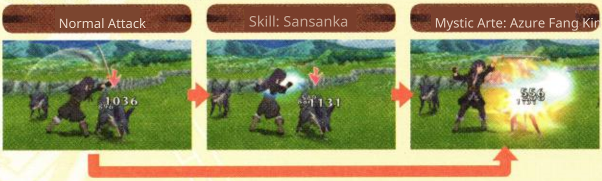
Faint

When unconscious and stars are spinning, you cannot act. If the player character is stunned, repeatedly inputting the left stick will recover them more quickly.

Strikes and Combos

Mechanics and Benefits of Combos

When an enemy is struck and left defenseless, follow-up attacks are added in succession; this technique of linking attacks is called a combo. When a combo is successful, the opponent can do nothing, allowing you to deal continuous one-sided damage through successive attacks. Also, by increasing the hit count you can earn bonuses such as increased Bonus EXP and GRADE received at the end of battle (→P52). Combos are basically formed by combining normal attacks with Skills and Mystic Artes, but since they consume a lot of TP, be careful not to overuse them.



The basic form of a combo is to chain from normal attacks into Skills and Mystic Artes. Depending on the type of Skill or Mystic Arte, they may not always connect smoothly, so try various combinations.

Stances and States That Affect Combos

If you hit an opponent while they are in a defenseless state—such as recoiling, launched into the air, or stunned—the combo can continue. It is also important that the opponent be within attack range.

When you knock an enemy down or blast them far away, the next attack can miss and the combo will be interrupted. Do not include such attacks.

Expand combos with skills

Among the skills in the movement category, there are ones that insert skill-changing attacks into combos or enable special consecutive strikes. If you set multiple of these skills, you can dramatically increase the variety of combo patterns.

There are also many combo-related skills, such as "Combo Plus," which increases the number of normal attacks, and "Hyper Combo," which puts you into Over Limit when the hit count increases.

○ Skills/Arts that affect consecutive hits

Skill	Possible linkages
Cancel Plus	Special Technique → Skill-change attack (Art)
Cancel Plus 2	Skill Transformation Move → Mystic Arte
Combo Magic	Lower-grade Magic → Special Skill
Combo Magic 2	Intermediate Magic → Skill Transformation Move or Mystic Arte
Playnel Combo Magic	Basic Sorcery Special Skill (※1)
Playnel Combo Magic ク2	Advanced Sorcery Skill Change Technique or Mystic Arte (※1)
Turnless	Mystic Arte → Skill
Turnless 2	Secret Art Skill Change Technique

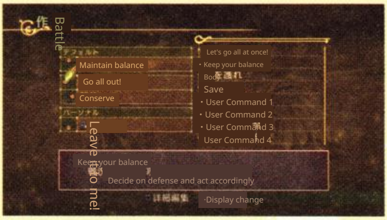
Skill	Possible linkages
Turnless 3	Skill-change attack → Special Technique
Canceller	Special Skill → Special Skill (only once during a combo)
High Canceller	Skill Transformation Move → Skill Transformation Move (only once during a combo)
Hyper Canceller	Mystic Arte → Mystic Arte (Only once during a combo)
Aerial Canceller	Skill → Skill (Only once during an aerial combo)
Aerial High Canceller Rar	Skill Change Technique → Skill Change Technique (Only once during an aerial combo)
Aerial Hyper Canceller	Mystic Arte → Mystic Arte (Only once during an aerial combo)
Advance Canceller	Skill → Skill (Only once during a combo)(*2)

*1 If in Playnel Form or Critical Form 2... If in Advance Form or Critical Form

Tactics and Formation

Executing and Setting Tactics

On the menu screen's "Tactics," you can assign tactics to allies using the directional keys. The tactics registered here can be switched during battle by opening the menu and pressing L1 while inputting a directional key. Characters set to Auto operation mode will act automatically according to those tactics. If you want to create a custom tactic, press a button on the tactics screen. This opens the detailed edit screen, where you can set specific instructions for each character.



Strategy settings and confirmations can also be done during battle. The ones registered on the up direction of the directional pad are the strategies

Personal Calls that differ for each character

On the down direction of the directional pad, each character has registered their unique strategy called a "Personal Call." Personal Calls are for all allies and a list of Personal Calls They instruct characters to take actions, and once the action is finished they automatically switch back to the default strategy. Refer to the table below for the contents of Personal Calls.

Character	Personal Call	Details
Yuri	Leave it to me!	Have your allies keep their distance from the enemy. Use this command when the enemy is about to unleash a powerful attack to reduce damage.
Estelle	It's dangerous!	Allies take a guarding stance on the spot. It's good to use when you detect the enemy's wide-area attack.
Lapid	Bau Bau !	When a companion who has the skill "Recovering" set takes a defensive stance. Use this command when everyone has been blown away.
Karol	Gather!	Companions gather around Karol. Useful when using area-effect healing techniques (arts) on allies.
Rita	A spell is coming	A companion who has the skill "Magic Guard" set will use Magic Guard. Convenient for blocking wide-area magical attacks.
Raven	Take it easy	A companion who has the skill "Appeal" set will perform an Appeal. Can be used to quickly build the OVL gauge.
Judith	I'm going to fly!	An actionable companion jumps on the spot. Basically used against wide-area attacks that can be avoided by jumping.
Raven (Ren)	Gather around!	Companions gather around Fren. Use this to evacuate allies or when using healing-type arts/skills.
Patty	Give it your all!	Only when the OVL gauge is full will a companion activate Over Limit Level 1.

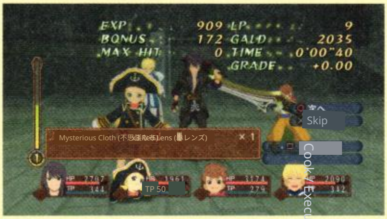
Change formation according to the character.

Pressing a button on the tactics screen switches to the formation change screen, where you can set the starting position for each character participating in battle. For characters like Yuri and Karol, who get close to enemies Characters who are good at fighting should be placed as close to the enemy side as possible. Estelle and Rita, who can attack or support with magic from positions far from the enemy, are placed in the rear; this is the basic formation arrangement.

Battle Rewards

Check rewards on the battle results screen

When you win a battle, all allies recover 8% of their maximum TP, and the game moves to the battle results screen. On this screen, you can check information such as rewards obtained from defeating enemies and the time taken for the battle, and you can display a breakdown of GRADE with a button. Additionally, announcements are shown if characters level up or learn skills. Also, if you have registered food to a shortcut, you can use it with the left stick and a button (→P20).



If you skip with the button, information such as obtained items and level-ups will not be displayed, so be careful.

● Information displayed on the battle results screen

EXP	Experience points earned by a single character
BONUS	Bonus experience added to "EXP." The more maximum hits you achieve and the quicker you finish the battle, the more you receive; it also increases if allies take no damage or if a Fatal Strike is executed.
MAX HIT	The maximum number of hits recorded in the combo for that battle.
LP	Learning points earned by a single character.
GALD	Gald obtained.
TIME	The time taken from the start to the end of the battle.
GRADE	The GRADE points earned in that battle can become negative. Refer to the table below for conditions that increase or decrease GRADE. Accumulated GRADE can be used at the “Grade Shop” (→P122) and elsewhere.
Acquired Items	If you defeated an enemy and obtained items, the item name and quantity will be displayed

● Conditions for GRADE increase/decrease (amounts are multiplied by 1.5 in Battle Rank “Hard”, 2× in “Unknown”, and 0 in “Easy”)

Conditions	Amount Obtained
Defeated a boss	10 × number of bosses
Combo bonus when defeating a boss	0.02 × (combo count at defeat − 1)
Cleared a secret mission	10
Fatal Strike chain bonus	0.2 × chain count
Guarded an attack	0.01× Number of Successful Attempts
Magic attack was Magic Guarded	0.02 × number of successes
Knocked down enemy was blown away	0.01× Number of Successful Attempts
Blown-away enemy was juggled	0.01× Number of Successful Attempts
Airborne enemy was knocked down	0.01× Number of Successful Attempts
Achieved a 10-hit combo ※1	0.25
Achieved a 25-hit combo ※1	0.5
Achieved a 50-hit combo ※1	1
Achieved a 100-hit combo ※1	2
Achieved a 250-hit combo ※1	5
Achieved a 500-hit combo ※1	10
Achieved a 999-hit combo ※1	20
Activated Burst Arts	1 × number of activations
Activated Fatal Strike	1 × number of activations
Activated Mystic Arte	1 × number of activations
Won within 2 seconds	1.5
Won within 5 seconds	1.25
Won within 10 seconds	1

Conditions	Amount Obtained
Won within 20 seconds	0.5
Took no damage※2	0.5
HP was full at battle end	0.25 × number of people who met the condition
TP was full at battle end	0.25 × number of people who met the condition
Control mode set to Manual 3	0.25 × number of people who met the condition
Took damage	−0.01 × number of times damage was taken
Received consecutive hits (5 or more)	−0.01 × number of times consecutive hits were
Dealt damage with an attack the enemy is resistant to	−0.02 × number of such attack
The controllable character was incapacitated 5 times	-0.5 × count
Other characters (not the controllable character) were incapacitated	-0.25 × count
Used a recovery item 4 times	-0.1× number of uses
If the controllable character was incapacitated at the end of battle	-1 × number of people
If the controllable character had a status ailment at the end of battle	-1 × number of people

※1...... Based on the MAX HIT value, only the one with the larger value is applied

※2...... If all allies take no damage

※3...... From the start to the end of battle, it must be in "Manual" mode

※4...... Excluding "Stone Bottle" and "Life Bottle"

※5...... The controlled character refers to the character whose control mode is set to "Manual"

Character Data

From here, the abilities of the nine party members are explained along with various pieces of data. Learn their strengths and use that knowledge in battles against enemies.

How to Read Character Data

Yuri Lowell
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① Character name and artwork ② The tendency of combat type inferred from the artes and skills the character learns. If many offensive artes/skills are present, it leans toward "Atk"; if many healing/support artes/skills are present, it leans toward "Sup".

③ Growth rates for each parameter when leveling up. Shown on a five-step scale S, A~D; the closer to S, the easier the parameter grows. "Phys Atk" stands for physical attack, "Phys Def" for physical defense, "Mag Atk" for magical attack, and "Mag Def" for magical defense.

④ Types of weapons and armor the character can equip

⑤ Description of the character's overall combat ability based on the characteristics of normal attacks, tendencies of learned artes/skills, parameters, etc. It also touches on the character's role in battle and recommended skills. ⑥ Types and motions of normal attacks

⑦ Recommended combos and explanations

⑧ Skills the character can learn and the weapons that grant those skills

⑨ Image displayed when a Technique/Skill is activated

⑩ Categories of Techniques/Skills. Techniques/Skills (Special Arts, Mystic Artes), Magic (Low-level Magic, Mid-level Magic, High-level Magic), Skill Transformation Arts (Techniques), Burst Arts, Mystic Artes, and

There are "Title Transformation Arts (Techniques)," which are activated by equipping a specific title and using a designated Technique/Skill—these can be learned after a certain number of uses—and "Special Transformation Arts," which cannot be learned but are triggered by specific skills or items. Skill Transformation Arts (Techniques), Title Transformation Arts, and Special Transformation Arts are shown with arrows originating from the base Technique/S

① Name of the Technique/Skill

⑫ The effect of the Technique/Skill. For Techniques/Skills that deal damage to enemies, their power and maximum hit count are listed.

⑬ Conditions for learning the Technique/Skill. For Techniques/Skills that cannot be learned, the activation conditions are listed.

1 TP consumed when activating the Technique/Skill

15 FS Gauge that can be reduced by this Technique/Skill (→P47)

⑩ Attack attribute attached to the Technique/Skill (→P48).

: Fire : Earth Wind : Water Light : Dark

① Explanation of the features and uses of the Technique/Skill

⑩ Differences in effects and characteristics among the four forms that comprise Patty's combat style

⑩ Effect patterns of Techniques/Skills. Items with a "○" before the name are hits, while those with a "×" are misses.

Yuri Lowell

Yuri Lowell

Type	Offense/Support

Parameter	HP	TP	Physical ATK	Physical DEF	Magic ATK	Magic DEF	Ag
Growth Rate	A	B	S	A	D	C	S

Weapons				Armor	
Main	Sword/Axe	Sub	Knuckles	Head	Helmet Hat
				Body	Armor

Take on close-quarters combat with a variety of linked attacks!

Yuri is a typical in-fighter with excellent HP growth and high physical attack and physical defense. His normal attacks activate quickly and are easy to chain; in particular, his sweep attack can be chained up to five hits simply by repeatedly pressing the button. He also has high movement speed, making him a character that is easy for beginners to handle. The arts and techniques he learns are exclusively offensive skills that deal damage to enemies, and depending on the combinations used, he can unleash many different combo patterns — this is another characteristic.

At the start of battle he immediately closes in on enemies, and the basic tactic is to bring fights into melee using linked attacks and guard. However, his magic defense is relatively low, so for magical attacks from enemies it is better to evade with freerunning rather than trying to guard. Recommended skills include "Strength" and "Combo Plus" to boost attack power and hit count, and "Cancel Plus" and "Turnless" to expand combo options.

Yuri's normal attacks

(Slash 1

Slash 2

Thrust

Thrust 2)

Sweep 1

Sweep 2

Anti-air 1

Anti-air 2

Jump upward slash)

While Jumping

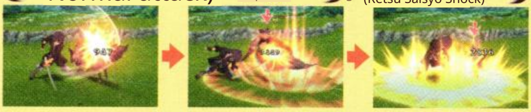
【Jump Payment)

While Jumping ●↓ +

Free Run Attack

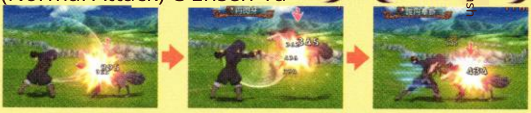
Yuri's Combo Example

Normal attack) Explosive Crushing Formation (Retsu Saisyo Shock)



The number of hits is small, but this is a high-damage combo usable from the early stages. Because "Retsusai Shōha" can also hit surrounding enemies, it is effective for escaping from mêlées.

(Normal Attack) C Ensen-Ya 峻円華 Slash



This combo move has many hits and can greatly reduce the blue FS gauge. Since "Shunenkazān" can launch enemies into the air, it is possible to extend the combo further.

Yuri's Skill

Skill Name	Weapons that can learn it
| Strength	Tsurugi
Strength 2	Tsurugi +1
| Strength 3	Flammverge
Strength 4	Garm Fang
Magical	Estoc, Estoc +1
Magical2	Rune Blade
|Magical 3	Rune Blade +1
Consume Attack	Estoc, Estoc +1
Attack Feint	Knuckleduster
Sword Up	Tsuruji, Tsuruji +1
Axe Up	Ogre Axe
Assassin	Colossus
In-Elemental	Haitsurugi
Combo Plus	Blue Dragon, Blue Dragon +1
Combo Plus 2	Tabar, Tabar (+1α, +1β)
Combo Plus 3	Crimson Sword Abision
Step Combo	Blue Dragon +1
Kabutowari	Bamboo Sword (Training Stick)
Combo Voltage	Knuckleduster
|Combination	Blue Dragon, Blue Dragon +1
[Combination 2	Nibanboshi
[Combination 3	Kyokukōken Tenrai
Hyper Combo	Tyrant Fist
Hyper Combo 2	Tyrant Fist
Hyper Combo 3	Tyrant Fist
Hyper Combo 4	Demonic Sword Onipikari
Cross Counter	Reivia
Pain Reflect	Crescent Axe, Crescent Axe+1
Fatal Bonus	Spine Ripper, Spine Ripper+1
Fatal Bonus 2	| Spine Ripper+1
Fatal Exceed	Haitsurugi
Burst Force	Ogre Axe+1
Burst Keep	Kurausoras (Klausrus)
Special	Nibanboshi
Hit Plus	Highlander
HP Condition S	|Shadow Fang+1
HP Condition S2	Shadow Fang +1
One Self	Colossus
Half Damage	| Compact Sword +1
Quarter Damage	Compact Sword +1
1 Damage	Compact Sword +1
Combo	Flamverge
• Gurer	Flamverge
Defend	Longsword
Defend 2	Spine Ripper
Defend 3	Garm Fang
Resist	Rapier
Resist 2	Rune Blade
Resist 3	Rune Blade +1
"Critical Guard	Longsword
Magic Guard	Francisca
Wellguard	Kalinga, Kalinga +1
Magic Well Guard	Sinclair Sabre
|Guard Reflect	Kalinga+1
[Guardial Arts	Kalinga, Kalinga +1
[Passive Safe	Crescent Axe, Crescent Axe+1
Un-Elemental	Crescent Axe +1
Status Guard	Defender
【Condition Guard	Defender
Immunity	|Tabar +1α
[Enduro	Gaia Cleaver
Invalid Attack	Battle Sword, Battle Sword +1
|Impaired Magic	Battle Sword +1
"Step Away	Rapier
Defend Arts	Defender
[Burst Guard	Sinclair Sabre +1
Recovering Guard	|Sinclair Sabre +1
[Glory	Last Fencer
|TP Condition S	Bone Slasher

Skill Name	Weapons that can learn it
TP Condition S2	Bone Slasher +1
TP Condition M	Bone Slasher
TP Condition M2	Bone Slasher +1
[OVL Concentrate	Spine Ripper +1
Gou-Row	Gaia Cleaver
[Retsushin	Gaia Cleaver
Evasion	Hand Axe
Evasion 2	Ares
Evasion 3	Knight Sword - Real
Item Throw	Ogre Axe, Ogre Axe +1
Good Job	Francisca
Backstep	Scimitar
Backstepper	Knuckleduster
Recovering	Hand Axe
Efficient	Knight Sword - Real
Aerial Combo Plus Haitsurugi	
Cancel Plus	| Sinclair Saber, Sinclair Saber +1
Cancel Plus 2	Shadow Fang, Shadow Fang +1
Turnless	Shiden, Sky's Codex
Turnless 2	Kyokukōken Tenrai
Turnless 3	Last Fencer
Canceller	Sentinel, Sentinel +1
High Canceller	Caladbolg
Hyper Canceller	Kurausoras (Klausrus)
Limiter	Highlander
Many Many Finish	Oni Bowcho (Onibouchou), Oni Bowcho +1
Endless Finish	Oni Bowcho +1
Link Slasher	Oni Bowcho, Oni Bowcho +1
Agility	Ares
Gale	Ares
Vitality	Battle Sword +1
Vitality 2	Baldish
Vitality 3	|Baldish+1
Spirits	Ogre Axe+1
Spirits 2	Runeblade, Baldish
Spirits 3	Runeblade+1, Baldish+1
HP Recover	Holy Avenger, Holy Avenger+1
|TP Recover	Holy Avenger+1
Life Reverse	Bahamut Tear, Bahamut Tear+1
Life Reverse 2	Bahamut Tear+1
Loose-less Soul	Bahamut Tear, Bahamut Tear+1
Effective	Estoc+1, Tabar+1B
Recall	Holy Avenger, Holy Avenger+1
[Pinch Up	Colossus
【Limits Bonus	Sentinel+1
Limits Bonus 2	Sentinel+1
Limits Plus	Highlander
Limits Team	Shiden
【Limits Team 2	Akeboshi No.2
Limitz Team 3	Yōtō Onipikari
Appeal	|Knight Sword
Appeal 2	Tsurugi+1
Appeal Limits	Baldish
Appeal Limits 2	Vardish+1
Life Heal	|Tabar+1α
Mental Heal	Tabar+1B
Life Up	Vobral Sword
Mental Up	Vobral Sword +1
Happiness Ring	Damascus Sword
Happiness Ring 2	Damascus Sword
Happiness Ring 3	Damascus Sword
Image Training	Knight Sword
Stand Alone	Learned in subevent "The Endless Slash" (→P351)
Spread	Vobral Sword, Vobral Sword +1
Water	Vobral Sword, Vobral Sword +1
Guard	False Sword Deinnomos, Celestial Codex

Yuri's Artes & Techniques

sō ha jin

Skill: Sōha Blade

[Effect Power 250 / 2 hits

Acquisition Requirement: Learned from the start

TP Cost 5 | Spell Formula ▶ | Element

Sends a wind-element shockwave forward. Hits twice if struck at close range. After 100 and 200 uses the shockwave's speed increases, and at 400 uses it becomes twice as fas

sōhatsuiren

Skill 変化

Sōha Shōren

Effect Power 290 / 2 hits

Acquisition requirements Equipping the skill "Rapid Strikes" and using "Sōha Blade" will trigger it. Learned after 100 uses.

TP Cost: Technique | Mountain area | Element

Activate "Sōha Blade" consecutively. When an axe is equipped the activation speed is slower, but after 200 uses it becomes equivalent to the sword. Changes in the shockv

sōga jin

Skill: Azure Blade

Change

[Effect Power 300 / 1 hit

Acquisition requirements Activates when the skill "Gōretsu" is set and "Sōhajin" is used Learned after 100 uses

TP Cost Technique Type Attribute

Strike the weapon down to knock the enemy down. Also hits enemies while down; axe equipp QUE] When equipped, it knocks enemies away. After 200 uses the same effect is applied to swords.

san

Special Technique Sansanka

| Effect Power 280 / 3 hits

Acquisition requirement: Learned at Lv.7

TP Cost 6 | Technique type ▶ | Attribute —

Technique type / Attribute: Thrusts a fist forward and strikes the enemy 3 times. Has short reach, so approach the enen When an axe is equipped, holding the button causes an upward slash to occur.

Sasan!

Skill 変化

Sansanka Tsuiren

[Effect | Power 310 / 4 hits]

Acquisition requirements When the skill "Agility" is set and "Sansanka" is used, it activates. Learned after 100 uses.

TP Cost ▶ —

Technique type / Attribute: After Sansanka, leap into the enemy's close range and perform thrust attacks. When an axe is equipped, holding the Sansanka button produces an additional attack that can

Sō ga shō

Special Skill: Twin Fangs

Effect | Power 250 / 2 hits

Learned at Lv.9

TP Cost Technique Type Attribute

Right after slashing with a weapon, thrust the fist upward like an uppercut. 2 hits On the 3rd hit it launches the enemy, making it easy to follow up with the next attack in a combo.

Garougeki

Skill: Garougeki (Fang Wolf Strike)

[Effect Power 300 / 2 hits

Learned at Lv.11

TP Cost Technique Type Attribute

9 | ▼ | -]

After a thrust, hit with a fist to knock the enemy down. After 100 uses, the second hit inflicts a guard-break effect, and the chance of this effect increases with further uses (※2)

Title Change: Majin (Demonic Human)

[Effect Power 370 / 5 hits

Acquisition requirement Equip the title "The Returned Swordsman" and use "Garo Strike" to trigger. Learned after 50 uses

TP Cost / Art Type | Element

27 | ▶ | ✱

Deals dark-attribute damage with a sharp thrust. After 200 or more uses the technique activates faster, and holding the button can launch the enemy.

Bokusai-jin

Special Skill: Explosive Array

[Effect Power 310 / 1 hit

Learned at Lv.14

TP Cost: 12 | Formula ▼ | Attribute

Performs a forward somersault and slams into the ground, attacking with a shockwave. When w launch enemies; after 200 uses the same effect is granted to swords.

Special Transformation Daos Koredā

[Effect Power 310 / 1 hit

Activation Conditions Equip the accessory "Daosmant" and use "Explosive Shatter Fo use

TP Cost: Technique

Attribute: Strike the ground with a fist charged with energy, creating a wide-area shockwave of radius 12 centered on yourself. Enemies hit by the attack are blown away and knocked down.

*1... Usage count: 1.2× at 100+ uses, 1.5× at 200+ uses, 2× at 400+ uses

*2... Usage count: 0.8% at 100 uses, 1.6% at 200 uses, 3.1% at 400 uses, 6.3% at 800 uses, 100% at 9999 uses

特技 円閃牙

[Effect Power 300 / 6 hits

Acquisition requirement: Learned at Lv. 26

TP Cost

Technique Type: Attribute: Rotate the weapon and slash the enemy repeatedly. If an axe is equipped, the maximum number o

15A-」 ", but after 200 uses it becomes equivalent to the sword.

Ensen Shuuraku

Skill: Ensenraku (Ensen Fall)

Change

[Effect | Power 320 / 8 hits

> Acquisiti

Activates when the skill “Resshin” is set and “Ensenka” is used.

Learned after 100 uses.

TP Cost 14

Arts Attribute: Use "Ensenya" to launch enemies into the air, then slash them with a jumping attack. As with "Ensenya", using an axe results in fewer hits, and after 200 uses it becomes the same as a sword.

Special Move Tiger Fang Slash

Effect Power 320 / 3 hits

Acquisition requirements

Learned in sub-event “Bounty Head (1)” (→ P310)

TP Cost / Art Type

Attribute

Launches the enemy with an upper slash and pursues them in the air. If used over 200 times, becomes an a

Can link to techniques that can be used while moving. When equipped with an axe, an additional attack occurs with a button press.

Ryujinshō

Special Move Dragon Blade Soar

[Effect Power 300 / 3 hits

Learned at Lv.31]

TP Cost

Magic Style Attribute After striking with a fist to deal damage, an upper slash launches the enemy. Yuri also jumps, so it's good to connect into techniques that can be activated in midair.

Genrō-san

Special Skill] Phantom Wolf Slash

| Effect Power 330 / 2 hits

Acquisition condition: Learned at Lv. 34

TP Cost 14

Spell Formula

Attribute

While slashing the enemy, instantly move behind the opponent and, from the rear, cut a wide area - sweep away. After the skill has been used 100 times, it becomes easier to chain into the next technique.

Sōha Kaōgeki

Ultimate Art: Azure Breaking Fang King Strike

[Effect Power 340 / 4 hits

Acquisition condition

Can use "Sōha Blade" and "Fang Wolf Strike" at Lv. 15 or higher

Learned after 50 or more uses

TP Cost

Arts

Attack with the elemental skills "Sōhajin" and "Garo Strike". After 200 uses, Guard Break occurs against shockwave 18) Applies an effect that hits enemies that are downed and allows combo continuation from the 2nd hit.

Ressai-sho wa

Ultimate Art: Ret usaipa

Effect: Power 340 / 1 hit

Acquisition Requirement: Learned at Lv. 18

TP Cost 15

Spell Formula

Element

Stabs the weapon into the ground, generating a shockwave around the user (*3). If it hits an enemy floating in the air at close range, it knocks them far away and causes a down.

Skill 変化

Shukohoujin

Guardian Formation

1 Effect Power 300 / 4 hits, restores 10% HP

Acquisition condition

When the skill "Guardian" is set and "Retsusai Shouha" is used

It activates when used. Learned after 100 uses

TP Cost 26

Spell Formula

Element

Stabs the weapon into the ground to draw a circular formation, restoring 10% of the maximum HP to allies. Deals light-element damage to enemies.

Special Skill: Claw Dragon Fang Slash

| Effect Power 350 / 7 hits

Acquisition condition Learned at Lv. 22

TP Cost / Art Type

Attribute Advances forward while spinning, alternating slashes and roundhouse kicks to attack. Uses After exceeding 200 uses, the move can be interrupted with a button.

Shan

Special Skill: Barrier

[Effect Power 350 / 1 hit

Acquisition condition: Learned at Lv. 24

TP Cost

Spell Formula

Element

Strike the weapon down to blow enemies away. Effective against downed enemies as well. Number of uses With 16–200 or more uses, hitting techniques 15 times in a row will cause a guard break.

*Note 3: When equipped with an axe, the shockwave's range expands.

Dankūga

Secret Skill: Dankūga (Sky-cleaving Fang)

Effect Power 370 / 3 hits

Learning Condition Learned at Lv. 29

TP Cost / Art Type | Element

18 | ▼ | —

A powerful knee strike lifts the enemy while you jump high, then you slam them into the ground with a spinning attack. After using it more than 100 times, it can also b

gi shousen

Secret Art: Gishōsen

Effect | Power 360 / 3 hits

Learning Condition Learned through the sub-event "Judgment" (→P317)

TP Cost

Raise your magic-attribute weapon and send out a shockwave to lift enemies. If the condition (※1) is met, and you hold the button after activation, an additional attack will occur.

shun'en kazan

奥義 瞬円華斬

Effect | Power 400 / 8 hits

Acquisition requirements | Learned at Lv.36 or above when "Ensen Ga" and "Sōryū Rengazan" have each been used 50 times or more

TP Cost | Art Technique Attribute

25 | ▲ | —

A powerful secret technique that follows up "Sōryū Rengazan" and "Ensen Ga" in succession, Ga" can juggle enemies, chain further moves to rack up more hits.

reppashō

Secret Technique: Retsuha Palm

Effect | Power 410 / 3 hits

Learning condition: Learned at Lv.38

TP Cost | Arts Type: Attribute. A dash that closes distance, then detonates accumulated spirit to blast enemies away. During 20" period you are in guarding state, but if this move doesn't connect here it won't link to the second hit.

Hana Retsuharanpalm

Effect Power 400 / 3 hits

Acquisition requirements Equip the skill "Diffusion" and use "Retsu Ha Shou" to activate. Learned after 100 uses

TP Cost Technique Attribute Strike with the palm to create an explosion and knock the enemy down. Step in on the first hit

26- The range is not very long, so get close to the target to ensure it connects.

奥義 Retsu Shuu

Effect Power 380 / 7 hits~

Acquisition condition: Learned at Lv. 41

TP Cost Technique Attribute Repeatedly hammer punches. Rapidly pressing the button increases the number of hits, and the maximum hit count also increases with usage (※2). When equipped with an axe, an additional attack occu

Secret Art: Crying Sky Rift Kick

Effect Power 430 / 3 hits

Acquisition condition: Learned at Lv. 44

TP Cost | Spell Formula | Attribute

22 | ▶ |

After launching the enemy high with an uppercut, follow up in midair with slashes and roundhou - On the 3rd strike it knocks the enemy away and you also jump backward, making it hard to be counte

Skill Goku Combo

Hana Crimson Lotus Strike

[Effect Power 450 / 3 hits

Acquisition requirements Equips the skill "Guren" and activates when using "Kūretsu Shūgeki". Learned after 100 uses.

TP Cost | Art Technique Attribute

2470

Koku Kūretsu Shūgeki" with fire attribute. Power is slightly increased and the FS gauge consumption has changed; additionally, enemies blown away can now be knocke

Senjirou wa

Secret Technique: Senjin Rōha

[Effect Power 420 / 3 hits

Acquisition Condition: Learned at Lv. 48

TP Cost | Spell Formula | Attribute

20 | ▼ | -

Uses a wolf-shaped battle aura to blow enemies away. The first hit can also strike downed enemies, and from the second hit onward, guard breaks can occur depending

Fuujinrō

Flower Wind-Dust Wolf Break (Ka Fūjinrō)

Effect | Power 460 / 3 hits

Acquisition requirements When the skill "Hurricane" is set and "Whirlwind Wolf Strike" it activates. Learned after 100 uses.

TP Cost | Art Technique Attribute

25 | ▶ |

The fighting spirit gains the Wind attribute and its range is extended. After 400 uses or more, t launching enemies into the air. Other characteristics are the same as "Whirlwind Wolf Strike."

---

*1... When the number of uses is 300 or more and the title "Black-Clad Executor" is equipped

*2... 20 hits at 100 uses or more, 25 hits at 200 uses or more, 30 hits at 400 uses or more, 50 hits at 700 uses or more, 100 hits at 1000 uses or more

*3... 1.6% at 50 uses or more, 3.1% at 100 uses or more, 6.3% at 200 uses or more, 12.5% at 300 uses or more, 25% at 400 uses or more

Zeppūjin

Special Move: Absolute Wind Blade

[Effect Power 500 / 4 hits

Acquisition condition: Learned through the sub-event "Sword Companion"

TP Cost	Art Technique Attribute
30	▶

Shoots a wind-attribute shockwave forward. When the number of uses exceeds 200, the shockwave blows airborne enemies away, and its power increases the farther away the enemy is

zeppare hyougeki

Skill

Hana Zeppare Retsu Hyou (Flower Absolute Burst, Vio

[Effect Power 500 / 4 hits

Acquisition requirements Sets the skill "Mizujin" and activates when using "Zeppūjin". Learned after 100 uses

TP Cost	
35	▶

Magic formula attribute: Water element is added to the shockwave of "Zeppūjin". After more than 200 uses, the number of hits on close-range attacks increases, and the guard-break occurrence rate also rises.

hien

Secret Technique: Hien Mōsei Ga

Effect Power 440 / 4 hits

usaijin" | Lv. 52 or above required to learn "Bakusaijin" and "Kūretsu Sekigeki" Learned after 50 uses.

TP Cost	Art Technique Attribute	
28	▶	—

Follow up on enemies launched into the air with "Bakusai-jin" by striking them with "Kokū Kōren". Al it deals high damage and has the advantage of making it hard for enemies to counterattack after the att

rō hasen retsu shū

[Biso Ōha Sen Retsu Shū]

[Effect "Power 470 / 11 hits

jin Rōha" At Lv. 56 or above, "Garetsu-shu" and "Senjin Rōha" can be learned Acquisition conditions Learned after being used 50 times or

TP cost Technique Attribute: Rapidly unleash "Garetsu-shu" and "Senjin Rōha" in succession to knock enemies away and cause a 30 down. The hit count of "Garetsu-shu" cannot be increased by holding the button.

Burst Arts activation voice

Here are the lines each party member says when activating their Burst Arts. Incidentally, Rapido, who has no lines, is omitted.

Yuri	
Overlimits activation	Shall I send them flying!
Tenrō Metsuga	Brace yourself!!
Tenrō Metsuga:	Take this, Blade of the Earth!
Tenrō Metsuga: Fūjin	Like a gale!
Heavenly Wolf Destruction Fang · Flying Flame	Burn it all!
Heavenly Wolf Destruction Fang · Water Lotus	Water, rise up!

Estelle	
Overlimits Activated	This will finish it!!
Extreme Stars	Purer than the stars (Saya)
Star Sign · Aqua	A tail beast (bijū) swims the great sea
Star Sign · Flame	Flying, the red paired wings (hiyoku)
Star Sign · Gale	The cry of the revered (tōto) one
Star Sign · Geo	The sturdy stomping dance (tōbu)

Karol	
Overlimits Activated	I can do it too! / I'll do it!
Super Fang Rotating Destruction Spring	I'll spin it extra hard!
Super Fang Rotating Destruction	Bring us moisture!
Super Fang Rotating Destruction Typhoon	Let it be whipped up!
Super Fang Rotating Destruction Heat	If you come any closer, it'll be terrible!
Super Fang Rotating Destruction Crash	I'll smash you!

Rita	
Over Limit Activation	I'll send them flying in a flashy way!
Mystic Drive	Resplendent (Sanzen) Mystery!
Raging Drive	Raging Flame (Homura)!
Ruinous Drive	"The Weight Toward Destruction!
Fleeting Drive	Wind Blade (Fūjin) that cuts through!
Diffusional Drive	Dancing Water Demon (Suima)!

Raven	
Over Limit Activation	Shall I go all out?
Rage of Fury	Scatter! The more shots, the more hits!
Rampage of Assault	Attack! Burn them all away!
Steelheart Rampage	Cluster! Zudooon!!
Divine Wind Rampage	Vacuum! Zubatto flash!
Storm of Sudden Rain	Dispersal! A downpour of light!

Judith	
Overlimits activation	Serious now, I'll put on a show
Sealed Dust Thrust Moonflower	Are you ready?
Flame Blossom Sealing Explosion Charge	Launch them, so gracefully!
Wind Dust Sealing Kill	Slice and shred, like the wind!
Gathered B	Water droplets burst fragily
Earth Forehead Dust Seal	When scattered, a vicious blade

Raven (Ren)	
Overlimits Activated	It's about time I let you go!
Radiant Soaring Battle Annihilation	Descend and dance!
Light Soaring Annihilation Array: Lion Flame	Consume them with flame!
Light Soaring Annihilation Array: Quake Slash	Rage, mighty earth!
Light Soaring Annihilation Array: Whirling Swift	Rise up, whirlwind!
Light Soaring Annihilation Array: Azure Shot	Majestic torrent!

Patty	
Overlimits activation	Now, let us go!/I won't lose......!
Glitter's Rain	Fall, fall, stardust!
Volcanic Blast	Burn, bomb!
Brand Blow	Roar, Fist of the Earth!
Windy Rage	Blow, blow, hurricane!
Hydro Roll Raid	Burst, water balloons!

"Yuri's Arts & Techniques

Burst
Tenrōmetsuka
Fā Tēnrō Metsuga

Effect Power 800 / 9 hits
Acquisition Requirement Learn Burst Arts

TP Cost	Spell Formul	Element
0	▶	

Stab the weapon into the ground to stagger the enemy, then deliver consecutive slashing strikes -". Make sure to activate while properly close to the target.

Burst
Tenrōga, hien
Rāri Tenrō Metsuga: Hien

[Effect Power 820 / 13 hits
Activation Conditions Use the skill "Gurset "Link Attack" and "Tenrō Metsuga"

TP Cost	Art Technique Attribute	
0	▶	

With added fire attribute, the maximum hit count and power are increased in "Tenrō Metsuga also changes, and the final strike swings the weapon high, launching the enemy into the air.

バースト
Arts
tenroumetsuga saiha
Tenrō Metsuga: Saiha

| Effect Power 820 11 hits
Activation Conditions Set the skills "Retsushin" and "Gouretsu", then use "Tenrou Metsuga"

TP Cost	Art Technique Attribute	
0	▲	

Strike the ground with your fist to create a fissure in front of you, from which rocks erupt to attack enemies. Enemies hit directly by the rocks are violently blown away and fall

"Burst
アーツ
Tenrōmetsuka Fūjin
Tenrou Metsuga Fūjin

1 Effect Power 820 / 13 hits
Activation Conditions Set the skills "Shippū" and "Shunbin", then use "Tenrou Metsuga"

TP Cost	Art Technique Attribute	
0	▶	

With the wind-element Tenrou Metsuga, both the maximum hit count and power increase. The final thrust attack can blow enemies away, but it has a large vulnerability windo

Burst
アーツ
Tenrōmetsuka water lily
Celestial Wolf Vanishing Fang - Suiren

| Effect Power 820 / 5 hits
Activation Conditions Set the skills "Suijin" and "Kakusan", then use "Tenrou Metsuga"

TP Cost	Art Technique Attribute	
0	▲	

Plant the weapon into the ground to spray water around, knocking enemies down. The attack range is not very wide, so you'll want to activate it when surrounded by enemies

秘奥義
sankourou eijin
澗 Wolf-Slaying Shadow Formation

[Effect Power 1000 / 23 hits Attribute —

Activation condition: Equip the skill "Special", while OVL leve
Button is 3 or higher, during an Arts/Technique of rank Mystic Arte or above, hold down the O ● button

Repeatedly slashes the enemy, greatly reducing all FS gauges. Hit count increases with the skill "Hit Plus".

tenshou kouyoku gen
Secret Mystic Arte: Tensho Koyoku Sword

[Effect Power 1600 12 hits Element —

Playing with cleared data and equipped with the weapon "Myōjō Activation Condition: Unit Two." Having met the above conditions, hold down the button to set the skill "Special" a ○⊗ nd while in an OverLimit (OVL) level 4 state, continue holding
○ ⊗

Swinging down a gigantic sword that has become a shining feather, it attacks surrounding enemies. Additionally, it deals wide-area damage with shockwaves.

bushin sōten ha
Secret Mystic Arte: Bushin Sōtenha

[Effect Power 2500 25 hits Attributes

Activation Condition
Button
○ ⊗ □

① Yuri's "Sōhajin" and Flynn's "Majinken," and each of their "Guardian Formations" must have been used at least 100 times. ② The skits "Sword Friend" (→P334) and "Hope of the Lower Town" (→P342) must have been cleared. ③ Yuri and Flynn must both be participating in battle, both have the skill "Special" set, and be at OVL level 4. After meeting all three conditions above, hold down the button durin

A joint Secret Mystic Arte activated together with Flynn. It creates a large magic circle and attacks a wide area, unleashing perfectly synchronized sword techniques and shockwaves to inflict Light and Dark attribute damage. Note that when activated by Flynn the attacks are the same, but the inserted dialogue and cut-in visuals differ.

Estelle

E s t e l l e

Type	Attack+++ Support

Parameter Growth | HP | TP Physical Attack Physical Defense Magical Attack Magical Defense Agili
ate D | A D S A S C

Weapons		Armor	
メイン	Swords, Staves	Head Circlet, Ribbon Body	Guard
Sub	Shield		

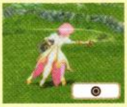
Support allies with a variety of restorative and supportive magics

Estell, who learns many restorative and support spells, is indispensable to the combat party mainly as a healer from the early stages of the adventure. Looking at her parameters, she proves resilient against both physical and magical attacks, but her low HP and slow movement make her unsuitable for fighting on the front lines. In battle, place her toward the rear of the formation so that, with magical support, she can allow allies to focus on attacking. Her skill is "Mede

Enhance support abilities with "Physical Boost" and "Support Eternal." Since the healer Estelle being knocked out directly threatens the party, don’t forget to boost her HP with "Vitality." If you have spare SP, equip the "One Combo 'An'" series to prepare for close-quarters combat. Incidentally, all of Estelle’s techniques deal 10% more damage against demonic-life-type and inorganic-type enemies.

Ester's normal attack

振り1



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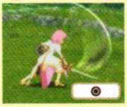

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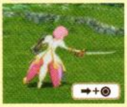

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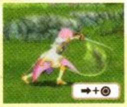

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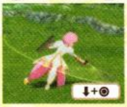

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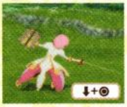
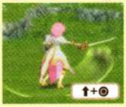
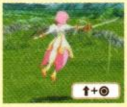
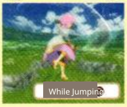


Anti-air Anti-air 2

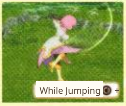




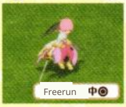
(Jump upward swi



●Jump slash



Free Run Attack



Estelle's combo example

Normal Attack

Star Stroke Delight Roll

Normal attacks hit the sides or back with a slash to knock the enemy down. If the number of uses of "Delight Roll" exceeds 200 times, it can be finished with an additional attack.

(Normal attack Mercy Waltz

Delight Roll

A combo usable from mid-game onward that takes advantage of the property of "Delight Roll" which hits enemies while they are down. Make sure to chain additional attacks as consecutive hits

Estelle's Skill

Skill Name	Weapons that can learn it
Strength	Eppe
Strength 2	Spike Shield
Strength 3	Rod +1
| Magical	Estoc, Estoc +1
Magical 2	Spike Shield
Magical3	Rod +1
Consume Attack	Estoc, Estoc +1
| Charmy Thrust	Gauche Sword
Sleepy Thrust	[Drowatt Sword
In Elemental	Wizard's Horn +1α
Magic Feint	| Gladius +1
Combo Plus	Stinger, Stinger +1
Cross Counter	Ravia
Pain Reflect	Spike Shield
Fatal Bonus	Spine Ripper Spine Ripper +1
Fatal Bonus 2	Spine Ripper +1
Fatal Exceed	Grand Scepter
Burst Force	Bazelard, Bazelard (+1a, +1β)
Burst Keep	| Star Rod, Star Rod (+1a, +1β)
Special	Rod, Rod +1
HP Condition M	Ice Coffin +1a
HP Condition M2	Ice Coffin +1a
Half Damage	Compact Sword +1
Quarter Damage	| Compact Sword +1
1 Damage	Compact Sword +1
Combo	Stinger +1
Crimson Lotus	Stinger +1
Defend	Eve
Defend 2	Spine Ripper, Kite Shield
| Defend 3	Iron Plate
Defend 4	Iron Maiden +1α, Kris Naga +1α
Resist	Rapier
Resist 2	Kite Shield
Resist 3	Iron Plate
Resist 4	| Iron Maiden +1α, Kris Naga +1β
"Critical Guard	Mace
Guard Impact	Round Shield
Magic Guard	| Mace, Wand
Well Guard	Mace
Well Guard 2	Round Shield
Magic Well Guard	| Sinclair Sabre, Kite Shield
Guard Reflect	Queen of Heart
| Gardeal Arts	Bazelard, Bazelard (+1α, +1β)
| Guard Extend	Ruby Wand +1β
Guard Mental Supply	Queen of Heart
Passive Safe	Morning Star +1
Un-Elemental	Wizard's Horn +1β
Break Subless	Eve
Super Guard	Iron Maiden +1a
[Super Resist	Iron Maiden +1a
| Status Guard	Ruby Wand +1a
Condition Guard	Ruby Wand +1β
Immunity	Grand Scepter
Defend Cure	Baselard +1a
Enduro	Morning Star +1
| Invalid Attack	Aegis
Invalid Magic	Aegis
Step Away	Ravia
| All Guard	Ruby Wand +1a
[All Guard 2	Iron Maiden
[Burst Guard	|Sinclair Saber +1
Recovering Guard	Sinclair Saber +1
Anti-Magic	Energy Wand
TP Condition S	[Hyperion
[TP Condition S2	Hyperion
TP Condition M	Ice Coffin +1β
TP Condition M2	Ice Coffin +1β
Guardian	Iron Maiden, Iron Maiden (+1α, + 1B)

Skill Name	Weapons that can learn it
"Survive	BC Rod, Aegis
LOVL Concentrate	Spine Ripper +1
[Strong	Ruby Wand, Ruby Wand +1a
Please Fierce Quake	Ruby Wand, Ruby Wand +1β
Evade/Ilbeijon	Stiletto
Evade/Ilbeijon 2	Zephyros
Evade/Ilbeijon 3	Dark Avenger
Item Throw	Gladius, Gladius +1
Good Job	| Stinger
Backstep	Stiletto
Recovering	Morning Star, Morning Star +1
Efficient	| Stinger
One Combo "An"	Mithril Sword, Dark Avenger, Dark Avenger + 1, Spirit Sword Merクリウス
One Combo Do"	Dark Avenger, Dark Avenger +1, Spirit Sword Merikuriosu (Mercurius)
One Combo Troa	Dark Avenger +1, Spirit Sword Merikuriosu (Mercurius)
End Lucky	Épée +1
Pico-Hammer Revenge	Neko Guard (Cat Guard)
[Cancel Plus	Sinclair Sabre, Sinclair Sabre +1
Cancel Plus 2	Mithril Sword
Recall Cast	Heart of Hearts
[Limiter	Chris Naga, Chris Naga (+1α, +1β)
Agile	Zephyros, Zephyros+1α
Gale	Zephyros Zephyros+1β
Vitality	Morning Star
Vitality 2	| Grand Scepter+1a
Vitality 3	Zephyros+1α
Spirits	Gladius
| Spirits 2	Grand Scepter+1B
Spirits 3	Zephyros +1β
Defend Convert	Kris Naga +1a
Resist Convert	Kris Naga +1β
Medical Boost	Wizard's Horn, Wizard's Horn (+1α, + 1B)
[Heal Supply	Queen of Hearts
| Support Eternal	Star Rod, Star Rod (+1a, +1β)
Healing Arts	Wizard's Horn +1α
HP Recover	Holy Avenger, Holy Avenger+1
|TP Recover	Holy Avenger +1
Life Reverse	Gauche Sword
| Life Reverse 2	Drowatt Sword
|Ruthless Soul	Neko Guard
|Effective	Estoc +1
Sleeve Mode	Cat Teaser
Auto Medicine	Gladius +1
Auto Medicine 2	Baselard +1B
Recall	Holy Avenger, Holy Avenger+1
【Angel Call	Sanctuary
Lovely Dog	Wizard's Horn +1B
Limits Bonus	Grand Scepter +1g
Limits Bonus 2	Grand Scepter +1β
[Hyper Heal	Mithril Sword
Hyper Heal 2	Comet Light
Appeal	Epee +1
Appeal 2	Epee +1
Appeal Limits	Zephyros+1α
Appeal Limits 2	Zephyrus +1B
Life Heal	Star Rod +1a
|Mental Heal	Star Rod +1B
Life Up	Grand Scepter +1 α
Mental Up	Grand Scepter +1B
Happiness Sing	Knight Shield
【Happiness Sing 2	|Knight Shield
Happiness Sing 3	Knight Shield
Image Training	Round Shield
Standalone	Learned in the subevent "The Endless Slash" (→P351)
|Diffus	Ice Coffin, Ice Coffin +1a
|Wate	Ice Coffin, Ice Coffin +1β

Estelle's Technique / Skill

Special Move: Pico Hammer

[Effect Power 220 / 1 hit

Acquisition Condition: Learned at Lv.9]

TP Cost Technique Form Element

[4]

Throws a hammer in an arcing trajectory to attack enemies. A large hammer that will certainly stun the target appears with a certain probability. The probability increases with the numb

Special Move: Star Stroke

Effect | Power 210 / 1 hit

Learned at Lv.11

TP Cost Technique Attribute Swings the weapon to send out a shockwave. As the number of uses increases, the shockwave improves (※2). When equipped with a staff, the shockwave becomes larger but its speed is halved.

Souflame Follow

| Effect Power 320 / 2 hits

Acquisition Condition Skill Set the skill Crimson " " and "Star Stro Activates when you use "ク". Learned after 100 uses.

TP Cost Art Technique Attribute

17

Raise the weapon and create a pillar of flame in front, knocking down enemies caught in it. Each time the number of uses exceeds a certain amount, the technique's activation becomes

Skill Piers Cluster

Effect Power 300 / 3 hits

Learned at Lv.15

TP Cost Spell Type Attribute After a thrust, lift the enemy with the shield to float them. Depending on the number of uses, on the 3rd hit a G QUE" Lake occurs (*3). When equipped with a sword, the number of hits and thrust speed increase.

Skill Cavalry

| Effect Immune to flinching

Acquisition requirement: Learned at Lv. 26

TP Cost Spell Type Attribute For about 10 seconds, grants yourself an effect that prevents flinching even if hit by enemy attacks. If a staff is equipped, you can immediately follow up with magic after activation.

Skill Aminus Source

| Effect Attribute Damage Absorption

Learning requirement Set the skill "Retsushin" and learn "Cavalry" Activates when used. Learned after 100 uses.

TP Cost Skill Type Attribute For about 8 seconds, puts you in a state that can absorb all attribute damage. Attribute attacks Effective against enemies that use magic. After 200 uses, the technique's startup speed increases.

Special Skill Divide Edge

| Effect Power 280 / 1 hit

Learning requirement Learned at Lv. 35

TP Cost Skill Type Attribute

12 L -

Performs a powerful thrust; when a sword is equipped it sends enemies into the air. After 100 uses it can be performed in midair, and after 200 uses the button input can be shortened to omit the backward

Skill 奥義 Air Divide

[Effect Power 310 / 2 hits

Set the skill "Agility" and use "Divide Edge" to trigger. Learning condition: learned after 100 uses.

TP Cost Art Type After a dash, jump diagonally and thrust. After 200 uses, the no-backstep

15 —

activation and aerial activation will be enabled, and it will also become possible to activate a different skill u

Special Skill Mercy Waltz

[Effect | Power 305 / 2 hits

Learning condition: learned at Lv. 40

TP Cost Art Type Swing the weapon with graceful movement to knock the enemy down. After 200 uses or more

16 —

it also hits enemies who are downed, and after the first hit you can chain into a technique

"Nshouken"

Title Change: Phantom Crystal Sword

[Effect Power 280 / 3 hits

Acquisition requirements The title "Avenging Holy Knight" must be equipped to activate when using Waltz". Learned after 50 uses

TP Cost Spell Type: Attribute. Performs consecutive slashes with a splendid spin. Because the skill's activation is slow, for

14

If used for -, then skill Connectable from special moves etc. using "Cancel Plus".

*1... Learning chance: 0.4% under 100 uses, 0.8% at 100+ uses, 1.6% at 200+, 3.1% at 400+, 6.3% at 800+, and 100% at 9999 uses

*2... Damage multiplies: 1.2x at 100+ uses, 1.5x at 200+ uses, 2x at 400+ uses + adds Guard Break

*3... Learning chance: 2.1% at 30+ uses, 4.2% at 80+ uses, 8.3% at 150+ uses, 16.7% at 280+ uses, 33.3% at 400+ uses

Ultimate Art: Delight Roll

| Effect Power 320 / 1 hit
Acquisition condition: Learned at Lv.22

TP Cost Arts Attribute Swinging the weapon while spinning to launch enemies into the air. Attacking downed enemies also

22A-」 When the number of uses reaches 200, hold the button to perform a follow-up attack.

Skill: Sylphie Roll

[Effect Power 300 / 1 hit
Acquisition requirements Equip the skill "Gale" and use "Delight Roll" to activate. Learned after 100 uses.

TP Cost Technique Type Attribute A powerful spinning slash that creates a tornado and knocks back surrounding enemies. Activatio

[19] and there is a large recovery after the attack, making it difficult to incorporate into linked combos.

Arte: Tri-Slash

| Effect Power 330 / 3 hits
Learned at Lv. 31

TP Cost Technique: With a triangular motion, swing the weapon sharply and slash the enemy three times in succession.

Chain from moves like "Pierce Cluster" to deplete the green FS gauge.

Arte: Rasting

[Effect Power 380 / 4 hits
| Learning condition at Lv. 51

TP Cost Technique Attribute Hits enemy with the shield to launch them, then pursues with a thrust. While the first strike is being executed, it automatically guards against enemy attacks, but after 200 uses the duration becomes longer.

Lower-tier Magic First Aid

| Effect | Restores 25% HP
Acquisition Requirement: Learned from the start

TP Cost Technique Attribute A lower-tier magic that slightly restores one ally's HP. It has a low TP cost and, because it restores a fixed proportion relative to the maximum value, it remains useful even in the late game.

Lower-tier Magic Recover

Effect Cures status ailments
Learned at Lv.14

TP Cost Technique 14 Attribute Removes all status ailments from one ally. Whenever possible, use this magic to cure status ailments and conserve items.

Lower Magic Sharpeness

Effect: Physical attack power +20%
Acquisition requirement: Learned at Lv.7

TP Cost	Technique Type	Attribute
12	—	—

Raises one ally's physical attack power by 20%. The effect lasts for about 1 minute. Use it on party members who fight in close combat during boss fights and similar encounter

下Magic Barrier

Effect | Physical defense +20%
Acquisition requirement: Learned at Lv.12

TP Cost:	Technique	Element
15	—	—

Raises one ally's physical defense by 20% for about 1 minute. As with \"Sharpness\", use it on front-line members when facing powerful enemies.

Skill: Variable Hexa Barrier

Effect: | Physical defense +20%
Acquisition requirements Set the skill "Spread" and use "Parier" to activate. Learned after 50 uses

TP Cost Technique Attribute Raises the physical defense of all allies within the effect area for about 1 minute.

25|-- Use it where allies are gathered to cover as many members as possible.

Lower-grade Magic Astion

[Effect | Magic attack power +50%
Learning condition Sub-event "Kritia-style Combat" (Learn on →P328)

TP Cost Technique Attribute For about 1 minute, increases one ally's magic attack power by 50%. Offensive Magic

16|-- Cast this on Rita, who has many offensive magic skills, to deal large magic damage to enemies.

Lower Magic: Resist

| Effect | Increases magic defense by 20%

Acquired at Lv.17

TP Cost: Spell Type: Targets one ally, increasing their magic defense by 20% for 1 minute. Use it against magic-using enemies—apply it to Yuri or Repede if their magic defense is low.

Skill: Resist Vire

Effect Increases magic defense by 20%

Acquisition condition: Set the skill “Spread” and use “Resist” to activate. Learned after 50 uses

TP Cost: Spell Type: Increases the magic defense of all allies within range by about 20% for approximately 1 minute. Because of the longer casting time, the cursor range is wide, making it easy to affect multiple targets.

Lower-tier Magic: Photon

[Effect Power 380 / 1 hit

Acquired at Lv.19

TP Cost: Spell Type:

26

The light explodes, attacking one enemy. It is a drawback that it consumes a large amount of TP and has but its power is great and it can also hit enemies near the target.

Skill Grand Chariot

Effect | Power 440 / 7 hits

Acquisition requirements Equip the skill "Combo" and use "Photon" to activate. Learnable after 50 uses.

TP Cost Formula Attribute: Summons seven aligned stars, detonating them in succession to deal damage to one enemy

__32_JA_J. The number of hits is high, making it possible to greatly reduce the blue FS gauge.

Intermediate Magic Heartless Circle

[Effect | Restores 60% HP

Learning condition: Learned at Lv.38

TP Cost Formula Attribute: Affects all allies within range; if they remain within the area, their HP will be restored to 60% of the maxi

When used from the menu screen, it restores the HP of all allies.

中 Magic Raise Dead

Effect Revive from incapacitation (recovers 30% HP)

Learning Condition Learned at Lv. 29

Consumes TP Technique Attribute Revives one fallen ally, restoring their HP to 30% of the maximum and bringing them back to life in

40--. During battle, immediately heal the revived ally's HP.

スキル Change Revive

1 Effect | Auto-Revive

|Acquisition Condition| Set the skills "Guren", "Resshin", "Shippū", and "Suijin" Activates when using "Raise Dead". Learned after 50 uses

Consumes TP Technique Attribute

64 — —

During battle, grants one ally the effect of auto-revival. If that ally's HP reaches 0 during the same battle, they will be revived once with HP restored to 30% of their maximum

Skill: Regenerate

Effect Revive from incapacitation (HP restored by 60%)

Acquisition Condition Set the skills "Kakusan" and "Shunjin" and use "Raise Dead" to activate. Learned after 50 uses

Consumes TP. Technique. Attribute. Revives all allies within range from incapacitation; allies who are not incapacitated recover 35% of their maximum HP. High TP cost is a drawback.

中 Magic. Dispel

Effect: Recovers abnormal statuses and status changes

Learning requirement: Learned at Lv. 33

TP Cost / Art Type Attribute. Removes all abnormal statuses and detrimental status changes from allies within range.

This should always be equipped when fighting enemies that use attacks which inflict abnormal statuses.

Intermediate Magic: Angel Ring

Effect: Power 100 / 4 hits

Learning requirement: Learned at Lv. 36

Consumes TP. Technique. Attribute. Creates a large ring of light and converges it to gather enemies to one spot and deal damage

32

Deals "」". Linked attacks that use Rita's magic against grouped enemies are effective.

Estelle's Arts & Techniques

Intermediate Magic Nurse

| Effect | Restores 28% of HP

Learning requirement: Learned at Lv.24

TP Cost Spell Type Attribute Restores all allies' HP by 28% of their maximum. Even without specifying a target, it affects all members, so use it when allies are scattered.

42 | --

Skill Nightingale

| Effect | Restores 48% of HP

to activate. Use the skill "Nurse" with "Gouretsu" set. Learning requirement: Learned after 50 uses

The "Nurse" spell's TP cost and attribute: The effect of "Nurse" is greatly increased, restoring all allies' HP by 48%–55% of their maximum HP. It should be learned as early as possible to prepare for mid-to-late-game battles.

Advanced Technique: Holy Lance

[Effect | Power 480 / 6 hits]

Learning requirement: Learned at Lv. 57

TP Cost Spell / Attribute: Drops a spear of light onto the enemy's head to deal damage. The initial target is a single enemy, but the attack has a wide range and can knock down multiple foes.

Skill Holy Rain

[Effect | Power 540 / Area attack

Acquisition requirements: Set the skill "Water Dust" and then use "Holy Lance" to activate. Learned after 50 usages.

TP Cost Spell Formula Attribute: Summons a holy rain over the entire battlefield, dealing Light-attribute damage. The effect is greater when there are more enemies, such as during encounter links.

65

Advanced Resurrection

[Effect Restore HP to 80%

Acquisition requirement: Learned at Lv. 54

TP Cost Art Technique Attribute In battle, it grants invulnerability within the area; when used from the menu screen, it restores a

80 | — | —

This has the highest TP cost among Estelle's magic.

Advanced Spell: Force Field

Effect: Temporarily invincible

Acquisition requirement: Obtain through the sub-event "The Truth Behi

TP cost: Spell Type Attribute: For about 8 seconds, all allies within the area will not take any damage from enemy attacks. Use it to support allies engaging in close combat during boss fights.

Estelle — Magic Incantation Voices

Introducing Estelle's magic incantation voices that can be heard during battle. Note the dignified incantation, which is a bit different from her usual gentle way of speaking.

First Aid	Holy vigor, come here
Recover	Drive away this wretched illness, retreat!
Sharpness	Let the blade harbor even greater power
Barrier	Stalwart protection
Variable Hexa	Six stars surrounding me, become a shield of light that blocks all things
Astion	Stand tall, watchtower; hold an inner eye for the sharp summit
Resist	Power to resist those beings
Resist Vile	The power to resist might and overcome demonic nature
Photon	Glimmering, the soul-stirring power
Gransharion	evil souls, be destroyed by the cleansing of light!
Heartless Circle	light that illuminates life, come here
Raise Dead	Call him back from the brink of death

Revive	Behold the dawn of hope; even when it has drained from the earth at that moment!
Regenerate	Those who close their eyes, play the melody of the heartbeat!
Dispel	O root cause that summons thought, be driven back
Angel Ring	Silver (Shirogane) Halo, here
Nurse	White angels of heaven, grant us your smile
Nightingale	O heavenly maiden, let the power of that majestic embrace
Holy Lance	Holy spear, pierce the enemy
Holy Rain	Holy droplets, fall and grant me strength
Resurrection	Breath of life dwelling in all things, here Splendid light, become a wall that softens the clash of arms
Force Field	
Cast Time Reduction	There!/Reach it!/Light!

Extreme Sta

Suekutorīmusutāzu

[Effect Power 800 / 15 hits

Acquisition Requirement: Learn Burst Arts at Lv. 23 or higher

TP Cost: Technique Type: Attribute: Performs a rapid series of thrusts against a single enemy, and the final blow knocks them away. The reach is not short, but try to get as close to the opponent as possible before activati

0 ▶ —

Special Variation: Cat Teaser

[Effect Power 120 / Infinite Hits

Activation Requirement: Equip the weapon "Cat Teaser"

TP Cost Technique Type Attribute

While Burst Arts is active, holding down the button changes the attack behavior. Move the ~~left stick~~ up and down to swing the "Cat Teaser" ~~and attack enemies.~~

Star Sign — Fu

Star Sign — Flame

| Effect Power 820 / 15 Hits

Activation Conditions Set the skills "Guren" and "Rengeki" and use "Extreme Stars"

TP Cost

0 ▶

Arcane Technique — Attribute: Fire. A Burst Art imbued with fire attribute. Its power is slightly increased, and after the attack, it raises either only the user's or all allies' physical Attack by 20% for about

Star Sign: Geo

[Effect |Power 820 / 15 hits

Activation Conditions |Set the skills "Retsushin" and "Gouretsu" and use "Extreme Stars"

TP Cost Art Technique Attribute

0 ▶

A rapid series of earth-attributed thrusts that attack enemies. At the end of the attack it raises either only the user's or all allies' physical Defense by 20% (※1), and the effect lasts abou

Star Sign: Ke

Starsign Gale

"Burst アーツ

[Effect Power 820 / 15 hits

Activation Conditions Set the skills "Haya-kaze" (Swift Wind) and "Shunbin" (Agility), then use "Extreme Stars"

TP Cost

0 ▶

Art Formula Attribute: After a consecutive thrust attack, increases your or an ally's magic attack power by about 50% for approximately 1 minute (※1). Launch a magical attack while the effect is still acti

Star Sign Aqua

Arts

[Effect Power 820, 15 hits

Work Attendance Conditions Set the skills "Water Dust" and "Diffusion" and use "Extreme Stars"

TP Cost Formula Attribute

0 ▶

Water-element Burst Art. Its power is the same as other Burst Arts, and Increases magic defense by 20% for about 1 minute after attacking (※1).

Sacred Praim (Secret Mystic Art)

[Effect Power 850/1 hit | Attribute

Activation Conditions: Equip the skill "Special" and, while the OVL level button is at 3 or higher, activate ◉ from a Mystic Art/Tech of Mystic Art rank or higher.

Deals damage to all enemies with a cross of light, and at the same time restores all allies' HP to 75% of their maximum. A miraculous revival Secret Mystic Art.

Ultimate Elements (Secret Mystic Art)

Effect |Power 1250 / 37 hits Attribute: None |All

Activation Condition Burst Arts must have been used 20 times or more, and the conversion of all Found er's Lieutenants into spirits must be completed. Meet the above conditions, equip the skill "Special," and while at OVL level 4, hold the button during a Mysti

Button ◉ ⊗

The elemental spirits of Fire, Earth, Wind, and Water each deal damage of their respective elements, with Estelle finishing with a light-attribute attack.

*1......When Overlimit level is 1 or 2, only yourself is targeted; when level is 3 or 4, all allies are targeted.

Lapid

Repede

Type	Offense/Support

Parameters	HP	TP	Physical Attack	Physical Defense	Magic Attack	Ma	
Growth Rate	C	D	B	C	C	D	S

Weapons			
[Main]	Dagger	Sub	Neck

Armor		
Head	Hat, Ribbon	Body | Jacket

Speed that confuses enemies is his greatest weapon

Rapido is the type of character who goes out to the front lines to fight, characterized by extremely high movement speed. When making him the playable character, it is important to utilize that agility for both offense and defense. Normal attacks are quick, and except for jump attacks, any combination can connect up to three hits. Also, because combos can start from free-run attacks, it is easy to turn an evasion into a counterattack. After attacking,

Use a hit-and-away tactic to quickly distance yourself from opponents to cover his low HP and low magic defense. Also note that all of Rapido's attack techniques deal 10% more damage to humanoid enemies. Use skills like "Defend" and "Resist" to raise defense, and "Dash" and "Dash Cancel" to enhance mobility. When collecting synthesis materials, "Steal Plus" is indispensable.

Rapido's normal attacks

(Slash 1) (Slash 2 Thrust 1 Thrust 2)(Sweep 1 (Sweep 2)

(Anti-air 1) (Anti-air 2 Jump Slash] [Jump Sweep] (Free Run Attack)

While Jumping ◎

While Jumping ◎ +

Example Combos for Rapido

(Normal attack) Swift Hound) (Swift Return)

A basic combo usable from the early game. If linked from a free-run attack, it can hit up to 10 times and greatly reduces the green FS gauge.

(Normal Attack)(Ryueiga)(Ensenya)

This combo also has many hits and greatly reduces the blue FS gauge. Learn "Ensenya" early and use it frequently to further increase the hit count.

Rapido's Skills

Skill Name	Weapons that can learn it
| Strength	Tamahagane+2a
Strength 2	Takemikazuchi Storm +1α
| Strength 3	Asura +1a
Magical	Tamahagane +1
Magical2	| Jiraiya
|Magical 3	Asura +1β
Consume Attack	Kotaro + 1
Attack Feint	Yatagarasu +2a
In Elemental	Takemikazuchi Storm
Steal Plus	Jiraiya, Jiraiya (+1a, +1β)
Combo Plus	Gladiator
Cross Counter	Yatagarasu +2B
Bane Reflect	Suzaku
Fatal Bonus	Suzaku (+1 +2α, +2β)
Fatal Bonus 2	Murakumo
Fatal Exceed	Fūraibō
Hunter Fang	Kurama, Kurama (+1a, +1β)
[Burst Force	Suzaku, Suzaku +1, Takemikazuchi Flame +1a
Burst Keep	Great Sin Sword Susanoo
Lucky Limits	Takemikazuchi
Special	Sub-event “Likes Children” (→P323) Learned
HP Condition S	Iwakirimaru +2a
HP Condition S2	Iwaki Maru +2β
Half Damage	Kogarashi+ 1
Quarter Damage	Kogarashi +1
Damage	Kogarashi +1
Combo Illustration	Takemikazuchi Flame +1a
Crimson Lotus	Takemikazuchi Flame +1B
Defend	Kotaro
Defend 2	Takemikazuchi Storm +1β
Defend 3	Orochi +2β
Resist	Kotaro +2β
Resist 2	Mizuchi +1α
Resist 3	Orochi +2a
1 Critical Guard	Kotaro, Kotaro +1
"Magic Guard	Tamahagane, Tamahagane +1
"Wergard	Kotarou +2a
| Magic Wergard	Kotaro + 2β
Guard Reflect	Metal Color
[Guardial Arts	Metal Color
Passive Safe	Metal Color
Un-Elemental	Suzaku +2β
Status Guard	Jiraiya +1g
Condition Guard	Jiraiya +1B
Immunity	Orochi +2β
Enduro	Suzaku +2a
Impalid Attack	Eternal Ring
Impalid Magic	Eternal Ring
Step Away	Yatagarasu (+1, +2a, +2β)
Burst Guard	Orochi, Orochi+1
Recovering Guard	Kurama+18
Move Armor	Fuurin Kazan, Fuurin Kazan+1
TP Condition S	Suzaku+2β
TP Condition S2	Suzaku+2a
TP Condition M	Kirin+2a
TP Condition M2	Kirin+2β
OVL Concentrate	Great Sin Sword Susanoo
Brutality	Iwakirimaru+2a
Raging Quake	Iwakirimaru+2β
[Evasion	Ouka, Ouka+1
Evasion 2	Yatagarasu+1
Evasion 3	Asura
Evasion 4	Fūrinkazan+1
Item Throw	Karakkaze, Karakkaze+1
Good Job	Karakkaze+1
Good Job 2	Shishi no Mitama
Speed Item	Murakumo
Backstep	Ouka, Ouka +1
Recovering	Ouka +1, Yatagarasu

Skill Name	Weapons that can learn it
Dash	Yatagarasu, Yatagarasu (+2a, +2β)
Dash Cancel	Kirin
High Turn	Iwakirimaru, Iwakirimaru +1
Runner Supply	Otokirimaru Otokirimaru (+1α, +1β)
Runner Supply 2	Otokirimaru, Otokirimaru (+1α, +1β)
Efficient	Iwakirimaru
Aerial Combo Plus	Asura, Asura +1α, Asura +1β
Cancel Plus	Iwakirimaru (+1, +2a, +2B)
Cancel Plus 2	Orochi, Orochi +1
Limiter	Takemikazuchi
Appeal Appeal	Takemikazuchi Flame
Overquick	Kurama, Kurama (+1α, +1β)
Overquick 2	Murakumo
Hyper Move	Kirin, Kirin +1
Holy Breath	| Otokirimaru +1a
Dark Breath	Otokirimaru +1β
Back Encounter	Takemikazuchi Storm, Takemikazuchi Storm (+1α, +1β)
“Agility	Takemikazuchi Storm +1α
Gale	Takemikazuchi Storm +1β
Vitality	Kotarou +2a
Vitality 2	Mizuchi +1β
Vitality 3	Furaibo +2a
Spirits	Tamahagane +2B
Spirits 2	Giraffe+1
Spirits 3	Fūraibō+2β
Luck Plus	Mizuchi(+1a, +1β)
Luck Plus 2	Yakitori
Well Item	Fūraibō, Fūraibō(+1, +2a, +2β)
Well Item 2	Fūrinkazan+1
Lucky Item	Beast King
Item Everyone	Shishi no Mitama
All Check	Kurama+1α
Spectacling	|Fūraibō+1
Inspect Nose	Beast King
HP Recover	Takemikazuchi Flame +1a
| TP Recover	Takemikazuchi Flame+1β
Life Rebirth	Jiraiya+1a
Life Rebirth 2	Jiraiya +1β
Lose Less Soul	Kirin +1
Effective	Orochi +2a
Lucky Call	Yakitori
Recall	Orochi +1, Orochi (+2a, +2β)
Limits Bonus	Kirin +2a
Limits Bonus 2	|Kirin +2B
Limits Plus	Asura, Asura (+1a, +1β)
Limits Plus 2	Great Sin Sword Susanoo
Appeal	Tamahagane+2a
Appeal 2	Tamahagane+2β
Appeal Limits	Kirin+2a
Appeal Limits 2	Kirin+2B
|BauBau	Takemikazuchi Flame, Takemikazuchi Flame+1β
Life Heal	Tamahagane+2a
Mental Heal	Tamahagane+2B
Life Up	Fūraibō+2a
Mental Up	Fūraibō+2β
Happiness Sing	Spiked Collar
Happiness Sing2	Spiked Collar
Happiness Ring 3	Spiked Collar
[Image Training	Kotaro (+1, +2a, +2β)
Treasure Fang	Beast King
Standalone	| Learned in the sub-event "The Infinite Slash" (→P351)
· Spread	Mizuchi, Mizuchi+1a
Water	Mizuchi, Mizuchi+ 1β

Rapido's Arts/Skills

Shunjinken
Swift Dog

TP Cost 6 | Spell Formula ▶ | Element —

Effect [Power 245 / 3 hits

Acquisition Requirement: Learned from the start

The character charges forward with a sharp rush and body-slams; the closer to the enemy, the more hits land. After the skill has been used 30 times or more, there is a c

Skill
Raijinken
Flower Raijin Dog

TP Cost 8 | Art Technique ▶ | Attribute 🔥

[Effect Power 310 / 3 hits

e "Inu" to Set the skills "Guren" and "Shippū" and us activate. Acquisition condition: learned after 100 uses.

After plunging like lightning, it calls down thunder. The lightning has an 8% chance to stun the opponent; the probability increases after 200 uses. Additionally, power increas

Konga
Technique: Kokū Sen'ga

TP Cost

Effect: Power 310 / 1 hit

Acquisition requirement: Learned at Lv.7

Type: Aerial flip; it flips and slices upward with the tail to launch enemies. After 200 or more uses, damage to small enemies increases by 20%, and it becomes linkable to other skills in midair.

Senga
Special Move: Retsu-Sen-Ya

TP Cost 9 | Spell Formula ▼ | Element —

Effect: Power 290 / 2 hits

Acquisition requirement: Learned at Lv.12

Spin at the enemy's feet and slash with your weapon. When the number of uses exceeds 200, the attack range expands, and the maximum hit count increases from 2 to 4.

Skill
Kokusen ga,
Void Rending Fang

TP Cost

Effect Power 350 / 3 hits

Acquisition requirements Set the skill "Spread" and use "Rending Fang" to activate. Learned after 100 uses.

Magic technique: While spinning in the air, jump up and deal continuous damage while launching the enemy into t 13A-ru. When the number of uses exceeds 100, activation in midair becomes possible.

Special Move: Rover Item

[Effect Steal items from enemies

Acquisition condition: Learned at Lv.16

Consumes TP. Magic type. Attribute: Steals items from enemies. For items that can be stolen from enemies, refer to "UEL-" and

If it fails, the user becomes defenseless.

Skill
Snatch Item

[Effect: Power 200, 1 hit

Acquisition requirements When the skill "Combo" is equipped and "Rover Item" is used, it activates. Learned after 100 uses.

Consumes TP. Magic type. Attribute: After slashing the enemy upward, the user jumps into their bosom and steals an item. To steal,

If it fails or the opponent has nothing, a large opening is created.

Hiyouhonbo
Special Skill: Hiyahohonpo

TP Cost Technique Type Attribute

1 Effect: Moves to the enemy's back

Acquisition Requirement: Learned at Lv. 18

When used near an enemy, it instantly moves the user to the opponent's back. This technique's att

Since there is no performance for 5, attack with another skill before the enemy turns around.

Skill
Hana Hiyō Hasiryūjin

TP Cost / Art Type

| Effect | Power 320 / 1 hit

Learning condition: Set the skill "Water" and use "Hiyaha Hōfu" to activ Learned after 100 uses

The user rushes at a water-attribute enemy, quickly moves to its rear, and deals water-attribute damage

15 The attack has a wide range, making it effective when enemies are clustered.

Ryūga
Skill | Ryūei Ga

TP Cost / Art Type 11 | Attribute

Effect | Power 330 / 4 hits

Acquisition condition: Learned at Lv. 24

The weapon held in the mouth slashes repeatedly, and the final strike launches the enemy high int

When used 200 times or more, it can forcibly wake enemies who are downed.

*1... Chance increases with use count: 2.1% at 30+ uses, 4.2% at 80+ uses, 8.3% at 150+ uses, 16.7% at 280+ uses, 33.3% at 400+ uses

Majinken (Demonic Beast Fist)

Special Skill Majin Dog

[Effect Power 310 / 2 hits

Learning Condition Learned at Lv. 29

TP Cost 12"

Art Form Attribute Swing the weapon and launch a shockwave forward. As the number of uses increases, the shockwav ~~speed increases (※2), and there is also a certain chance to cause Guard Break (*3).~~

Majinken (Demonic Beast Fist) Sōga

スキル Change

Majin Dog Running Fang

1 Effect Power 350 / 3 hits

Acquisition Equip the skill "Agility" and use "Majin Dog" condition and activation. Learned after 100 uses

TP Cost 14

Spell Formula Element ▶ -

After launching the shockwave, rush forward and ram into the enemy. Depending on the number ~~wave becomes faster (*2), and the ram can cause a Guard Break (※3).~~

koumajinken

Skill Majin Dog

Maization

Effect Power 390 / 2 hits

Acquisition requirements Set the skill "Gouretsu" and use "Majin Dog" to activate. Learned after 100 uses

TP Cost

Technique Form Attribute: Spin once in place, slam the weapon down to knock the enemy down. After the attack, there is an 18-frame recovery, ~~so connect to an ultimate with the skill "Cancel Plus 2."~~

shippuuken

Special Move Gale Dog

[Effect | Invincible for a certain time

Acquisition condition: Learned at Lv. 34

TP Cost [14]--.

Technique Form Attribute: For about 5 seconds from activation, you will not take any attacks from enemies at all. TP consumption is not that high, so use it ~~in boss fights and the like.~~

baneiken

Skill Gen'ei Dog

Change

[Effect |Increases attack reach

Acquisition requirements Equipping the skill "Guren" and using "Shippuken" will trigger it. Learned after 100 uses

TP Cost Spell Attribute After activation, the reach of dagger attacks is extended. This applies not only to normal attacks but also to arts. It also applies to "25--", and the effect lasts until Rapido is hit and staggered.

senkuuken

Skill] Senkuu Ken

| Effect Power 390 / 6 hits

Learning condition: Learned at Lv.38

TP Cost 15

Spell Attribute Spins to generate a tornado, launches it forward to engulf enemies. It takes time to activate, A-", but as the number of uses increases, ~~the startup and recovery of the skill become shorter.~~

shunjinkai

奥義

Instantaneous Return

[Effect Power 365 / 3 hits]

Acquisition Requirement: Learned at Lv. 21

TP Cost 13

Spell Formula Element ▶ —

After charging attack, jumps back. When usage count reaches 200, the return distance when pressing ↑ aft becomes longer, and pressing ↓ allows staying in place.

Shunjinkōga

Skill: Shunjin Fang Bite

Change

Effect Power 380 / 3–51 hits

etsu" (Fie

Set the skills "Rengeki" (Combo) and "Gōrce), then use "Shunjin Ka Return" to activate. Learned after 100 uses

TP Cost 15 ▶

Technique Attribute: Charge while rotating and bite the opponent. From the moment the attack connects, ~~If you repeatedly press the - button, you can increase the maximum hit count (※4).~~

※2: ... With usage count ≥100: 1.4×, ≥200: 1.7×, ≥400: 2.2×

※3‥‥‥ If used 100 times or more: 2.1%; 200 times or more: 4.2%; 400 times or more: 8.3%

※4‥‥‥ If used fewer than 30 times: 11 hits; 30 times or more: 19 hits; 80 times or more: 24 hits; 150 times or more: 35 hits; 280 times or more: 43 hits; 400 times or more: 51 hits

Rapido's Arts/Skills

奥義 senkuureppa
Senku Retsuha (閃空烈破)

Effect Power 410 / 2 hits

Acquisition requirement: Learned at Lv. 26

TP Cost Technique Attribute Slashes surrounding enemies while ascending. If the number of uses exceeds 200

[14][A], it becomes easier to stun enemies, and its power increases by 50% against large enemies.

senkuushou-reppa
Skill Kūshō Retsuha (空衝烈破)

Effect Power 430 3 hits

Acquisition requirements Equip the skill "Resshin" and use "Senkū Reppa" to trigger it. Learned after 100 uses.

Consumes TP. Magic Attribute. With Spinning Slash, launch the enemy into the air, then charge from the air to follow up. After 2

18: Power against large enemies increases by 15%, and follow-up attacks are more likely to stagger them.

Title Change: Beast Blow

Effect Power 350 / 5 hits

Acquisition requirements When the title "Wearing the Garb of a Half-Beast Boy" is set a Sky Fierce Burst," it activates. Learned after 50 uses.

TP Cost Spell Formula Element An uppercut that launches the enemy into the air while dealing consecutive damage. Skill

15 JL-」 Can be connected to a secret art that can be activated in the air with "Cancel Plus 2."

souryū rettō ga
Yugi Claw Dragon Raging Wave Fang

[Effect Power 430 / 8 hits

Acquisition requirements Learned at Lv. 32 or higher after using "Flow Shadow Fang" and "Rending Spin Fang" a combined 50 times or more

TP Cost Art Technique Attribute Slash the enemies in front repeatedly to launch them into the air, then use a spin to blow away s

18 to send them flying and cause a knockdown. It can also be used to escape when surrounded by enemies.

uryūre
Skill: Dragon Raging Aerial Wave

Change

| Effect Power 430 / 6 hits

Acquisition requirements Equipping the skill "Gale" and using "Claw Dragon Raging Wave Fang" will trigger this. Learned after 100 u

TP Cost: Technique Attribute: Unleashes "Flow Shadow Fang" followed by "Sky-Splitting Rending Burst" in succession. Skill "Cancel Pla

I want to link it to things like "Crimson Hound" with over 100 uses in "20JAL-」 ス2".

bane saiga
Secret Art Phantom Crush Fang

| Effect Power 350 / 1 hit

Acquisition condition: Learned at Lv. 44

TP Cost Magic Type Attribute When activated, the user lies down on the ground; while in this state, if an en

18 emy touches them, they automatically counterattack. The vulnerability that occurs immediately a

phantom glacier
Skill Phantom Glacier

Change

Effect Power 370 / 2 hits

Acquisition requirements Activated when using the skill "Phantom Crush Fang" with "Water" and "Gale" set. Learned after 100 u

TP Cost Art Technique Attribute Like "Phantom Shatter Fang," it automatically counterattacks when an enem

y touches it while in the prone state. The recovery gap shortens with the number of uses, and when it reaches 200 uses, it becom

Gurenken
Secret Art: Crimson Lotus Dog

Effect: Power 450 / 3 hits

Acquisition condition: Learned at Lv. 41

TP Cost Art Technique Attribute Leaps high and releases fiery battle aura from the air. If used when close to a

20 n enemy, it also registers one hit at the moment of jumping. When the number of uses reaches 1

Jinsenkū
Secret Demon Art: Flashing Sky Break

[Effect Power 440 / 3 hits

Acquisition requirements Learned at Lv.36 or higher and after using "Majin Dog" and "Senkū Reppa" 50 or more times

TP Cost / Art Type Element A mystic art that consecutively unleashes "Majin Dog" and "Senkū Reppa."

17 After 200 or more uses, its power increases by 30% against large enemies.

奥義 Kū
Sky Break Special Projectile

Effect Power 460 / 4 hits

Acquisition requirement Learned at Lv.47

TP Cost / Magic Type While spinning, leap up vigorously, blast away surrounding enemies and knock them down.

When the number of uses exceeds 100, it becomes possible to activate in midair.

Mystic Art Guren Kaiki

Effect Power 470 / 6 hits

Learned at Lv.51 or higher and after using "Guren Dog" and "Shunjin Kaiki" 50 or more times

TP Cost 23

Magic Type Attacks with "Shunjin Kaiki" and "Guren Dog." Depending on the number of uses, a guard break may occur. (1) After 200 or more uses, when using "Guren Dog," you automatically face the enemy.

ensen ga,

奥義 Gensenga

Effect Power 455 / 6 hits

習得 Condition (→P337) Learned via sub-event "Rapido's Bloodline (1)"

TP Cost Skill Type Attribute While spinning rapidly, ascends and slashes enemies repeatedly with its tail. Number of uses Increases maximum hit count with "28JAL", and after 100+ hits can be executed mid-air.

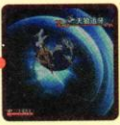
Muei Roka

Yu-gi Mu'ei Wolf Fang

Effect Power 450 / 3 hits

Learned at Lv. 58

TP Cost Skill Type Attribute Upon activation, rushes forward diagonally at high speed, and each time the button is pressed moves in a zigzag up to a maximum of 4 turns. Can also hit downed enemies.



Tenroujin ga

"Burst Fa—Celestial Wolf Fang

Effect Power 820 / 14 hits

Learning condition: Learn Burst Arts at Lv. 22 or above

TP Cost / Art Type Attribute After launching the enemy into the air with its tail, it ascends while rapidly spinning and slashes repeatedly

0 — -\" When there are enemies near the target, they can be caught in the blast radius.

Mix Group

tenroujin ga kyouen

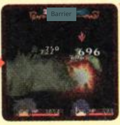
Burst Ari Tenrō Swift Fang · Frenzied Flame

Effect Power 840 12 hits

Activation Conditions Set the skills "Guren" and "Rengeki", then use "Tenrō Jinga" (Heavenly Wolf Rapid Fang)

TP Cost Technique Type Attribute It becomes a ball of flame itself, repeatedly slashing enemies it has launched into the air. Furthermore, the landing impact attacks a wide area. The hit count decreases, but the power i

0



Barrier

tenroujin ga Shingeki

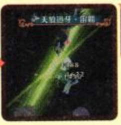
"Burst Asu Tenrō Fang Shock Attack

Effect Power 840 / 17 hits

Activation Condition Set the skills "Retsushin" and "Gōretsu", then use "Tenrō Swift Fang"

TP Cost Spell Formula Element While burrowing through the ground it attacks enemies, and when it bursts to the surface it sends opp

0 A It moves in a serpentine path, making it likely to hit multiple enemies.



tenroujin ga Chūha

バースト アーツ Tenrōga Chūha

Effect Power 840 / 16 hits

Activation Condition Set the skills "Gale" and "Agility," then use "Tenrō Jinga"

TP Cost Art Style Attribute Slashes a highly airborne enemy multiple times, then thrusts it even higher.

0 To aim for the maximum hit count, activate while positioned close to the enemy.

Tenrōjin ka Suika

バースト アーツ Tenrō Jinga Suika

Effect Power 840 / 7 hits

Activation Condition Skill "Water Dust" Set "Diffusion" and "Tenrō Use "Jinga"

TP Cost Spell Type: Attribute. After dashing at high speed to the opposite side of the enemy, water is sprayed from behind to deal damage. Effective when used with many enemies in front of you.

0

Secret 斬!!

Effect Power 1200 / 2 hits. Attribute. —

Activation condition: Set the skill "Special" and while OVL level is 3 or higher, hold the button during a Mystic Arte or higher technique.

Rushes toward the target and performs a high upward slash. The second hit has a wide range and can hit multiple enemies.

Secret Art: Lightning Moment

Effect Power 1620 / 13 hits. Attribute. —

Activation Conditions Button Requires Agility 800 or higher, and at least 100 uses of "Mu-ei Rōga" (Muei Rōga), "Phantom: Sanga" (Phantom: Sanga), and "Phantom: Hyōga" (Phantom: Hyōga). Set the skill "Special" and while OVL level is 4, hold the button during a My

Targets a single enemy and repeatedly slashes it with rapid movements, then deals multi-hit damage to all enemies.

※1... Uses ≥100: 2.1%; ≥200: 4.2%; ≥400: 8.3%; ≥800: 16.7%; ≥1600: 33.3%; 9999 uses: 100%.

※2... Uses <30: 5 hits; ≥30: 6 hits; ≥80: 7 hits; ≥150: 8 hits; ≥280: 9 hits; ≥400: 10 hits.

Karol Capel

K a r o l C a p e l

Type	Offense/Support

Parameters:	HP	TP	Physical Attack	Physical Defense	Magical Attack	Magical D
Growth Rates:	S	C	S	C	C	C D

Weapons		Armor		
Main: Sword, Axe, Hammer	Sub Target	Head	Helmet Hat	Body Armor

An attacker who also handles healing and support

Karol's HP and physical attack power are higher than Yuri's, who is the same close-combat type, but his attack motions are large and—above all—his feet are slow, so he requires practice to handle. Guarding is the basic response to enemy attacks. Combos won't connect simply by lining up normal techniques and Mystic Artes, so try building combinations around faster-activating skills. Being able to use healing and support techniques is also a feature of Karol, and in battles where Estelle is absent he serves as the main

Serves as a support role. Also, Carol is the only one who can perform a charged attack with the skill "Might Charge." There are also charge-type skills for attack techniques and healing/support techniques, so you should prioritize equipping them once learned. Additionally, strengthen offensive capabilities with moves like "Attack Feint" and "Down Burst." Note that all attack techniques except "Insect Blast" deal 10% increased power against beast-type enemies.

Karol's normal attack

(Furi Furi 2 Thrust 1 Thrust 2) Sweep 1 Sweep 2

Anti-air 1

Anti-air 2 (Upward jump swing)

While Jumping

【Jump Payment)

While Jumping ↓ +

Free Run Attack

While free-running

Example of Karol's combo

Normal Attack: Reisusen Smash

Shikou Genryu Flash

Insert the fast-activating "Shikou Metsuryu Flash" and link it from Special → Mystic Art. It greatly reduces the green FS gauge and can knock surrounding enemies away.

Normal Attack)(Collapse Assault Break)

Bakusō Shūgeki Blow

"Bakusō Shūgeki Blow" is also a quick Artes to activate and is easy to link from Arts. The advantage of this combo is that both the Arts and the Artes can hit enemies while they are down.

Karol's Skills

Skill Names	Weapons that can
Strength	Wood Maul +1
Strength 2	| Heavy Maul
Strength 3	Guruguru Drill Hammer
Magical	Zagnar
Magical 2	Zagnar +1a
Magical 3	Guruguru Drill Hammer
Consume Attack	| Crimson Axe+1β
Attack Feint	| Wood Maul+1
Compatir	War Axe+1
Reynard	| Heavy Maul +1
Bug Repellent	Bastard Sword
Second Attack	| Calorian Sword +1
Critical	Wood Maul, Wood Maul +1
Critical Break	Spike Hammer +1a
Critical Keep	Hinotama Higher
In Elemental	Zagnal +1a
Combo Plus	Celtis, Celtis (+1a, +1β)
Might Charge	| Heavy Maul, Heavy Maul +1
Charge Keep	Iron Hammer, Iron Hammer +1
Charge Keep 2	Masakari Cleaver
Speed Charge	Kalorian Sword, Kalorian Sword +1
Charge Smash	Paripari Drill Hammer
Attack Arts Charge	Enraged Axe Grashalabos, Spike Hammer, Supaiku Hammer (+1a, +1β)
Hyper Fatal	Deadly Horn
Hyper Fatal 2	Praybar
Cross Counter	Heavy Maul +1
Pain Reflect	Spike Hammer
Fatal Bonus	Crimson Axe+1a
Fatal Bonus 2	Crimson Axe +1β
Fatal Exceed	Seltis, Seltis +1α
Burst Force	Crimson Axe +1a
Burst Keep	Silver Edge, Silver Edge (+1a, +1β)
Special	Learned from sub-event "Ganbare Shounen" (→P316)
HP Condition S	Thor Hammer +1a
HP Condition S2	Thor Hammer +1β
Half Damage	Karolian Hammer +1
Quarter Damage	| Karolian Hammer +1
1 Damage	Karolian Hammer +1
Horse Combo	Crimson Axe, Crimson Axe +1a
"Guren"	Crimson Axe, Crimson Axe +1β
Defend	Great Axe +1
Defend 2	Deadly Horn
Defend 3	Riot +1α
Resist	Zagnar
Resist 2	Zagnal +1B
Resist 3	Riot +1B
Critical Guard	Great Axe, Great Axe +1
"Magic Guard	Zagnal, Zagnal (+1a, +1β)
Well Guard	| Great Axe +1
|Magic Well Guard	Deadly Horn
Guard Reflect	Guardian Stamp +1β
Gadial Arts	Guardian Stamp, Guardian Stamp (+1α, +1β)
Passive Safe	Spike Hammer +1a
Un-Elemental	Zagnal +1B
Mental Defense	Golden Hammer
Status Guard	Riot +1a
Condition Guard	Riot +1B
Immunity	Spike Hammer +1β
Enduro	Gaia Cleaver
"Invalid Attack"	Masakari Cleaver +1a
"Invalid Magic"	Masakari Cleaver +1B
[Step Away	| War Axe +1
Burst Guard	Guardian Stamp, Guardian Stamp (+1α, +1β)
Recovering Guard	Guardian Stamp +1a
TP Condition S	Bone Slasher
|TP Condition S2	Bone Slasher +1

Skill Name	Weapons that can learn it
TP Condition M	Bone Slasher
TP Condition M2	Bone Slasher +1
Breakdown	Guruguru Drill Hammer
Down Burst	Spike Hammer+1B
Heavy Weight	765kg Hammer
"Heal Arts Charge	Glasya-Labolas the Wrathful Axe, Thor Hammer +1a
[OVL Concentrate	Braver
Ferocity	Gaia Cleaver
Fuo Liezhen	Gaia Cleaver
Evasion	War Axe
Evasion 2	Riot, Celtis +1a
Evade/Ilbeijon 3	Celtis +1B
Item Throw	Bastard Sword, Bastard Sword (+1a, +1β)
Good Job	[Bag King
Backstep	War Axe, War Axe+1
Recovering	Iron Hammer, Iron Hammer+1
Chicken Run	Shoes That Fit Unbelievably Well
Efficient	Celtes +1β
Cancel Plus	Minotaur, Minotaur+1
Cancel Plus 2	Masakari Cleaver, Masakari Cleaver (+1α, +1β)
Limiter	Minotaur+1
Appeal Escape	Silver Edge+1g
Gamble Appeal	Silver Edge +1B
Chicken Appeal	Ridiculously Spacious Bag
Advance Motion	Braver
Imitation Death	鞄 King
Guan Junmin	Riot, Riot +1a
Gale	Riot, Riot +1β
Vitality	Learned from the start
Vitality 2	Baldish
Vitality 3	Bardiche +1
Vitality 4	Golden Hammer
Spirits	Crimson Axe
Spirits 2	Baldish
[Spirits 3	Vardish+1
| Medical Smash	Silver Edge, Silver Edge (+1α, +1β)
Weak Eternal	Infinity
Support Arts Charge	Wrath Axe Grashalabolas, Thor Hammer +1B
1 Critical Recover	Bag King
HP Recover	Piledriver +1a
TP Recover	Piledriver +1B
[Live Reverse	Bahamut Tear, Bahamut Tear +1
| Life Reverse 2	Bahamut Tear+1
Loose-Less Soul	Bahamut Tear, Bahamut Tear +1
Effective	Minotaur, Minotaur+1
[Recall	Piledriver, Piledriver (+1a, +1B)
[Limit Bonus	Masakari Cleaver +1a
Limit Bonus 2	Masakari Cleaver +1B
[Limits Plus	Golden Hammer
Appeal	Bastard Sword +1 α
Appeal 2	Bastard Sword +1B
[Appeal Limits	Baldish
Appeal Limits 2	Vardish+1
Life Heal	Piledriver +1a
Mental Heal	Piledriver +1B
Life Up	Bastard Sword +1g
Mental Up	Bastard Sword +1B
【Happiness Sing	Fits as much as you want
Happiness Sing 2	Shoes that fit as much as you want
Happiness Ring 3	Fits as much as you want
Safe Safe	Kalorian Sword, Kalorian Sword +1
Image Training	Iron Hammer +1
Chicken Heart	Ridiculously large-capacity bag
Standalone	Learned in the sub-event "The Mugen Slash" (→P351)
Spread	|Thor Hammer, Thor Hammer +1a
Water Dust	|Thor Hammer, Thor Hammer +1β

Karol's Artes & Techniques

Special Skill: Gairyū Upper

1 Effect Power 250 / 1 hit (2 hits when charged)

Acquisition Condition Learned from the start

TP Cost | Art Type Attribute

6A-

Raises the weapon and launches the enemy. After 200 uses, aerial combos become possible. When equipped with a sword, attack range increases, but recovery time after acti

Bokusai

Special Move: Bakusai Rock

| Effect Power 260 / 2 hits (4 hits when charged)

Acquisition requirement: Learned at Lv.12

TP Cost | Art Technique Attribute

10

Smash the weapon into the ground and launch stone pellets. Also hits enemies who are downed. Greatly reduced power when an axe is equipped. When a hammer is equipped, becomes 3 hits.

bakusai

Bakusai Street

Effect Power 280 / 3 hits (5 hits when charged)

Acquisition requirements Equipped with the skill "Agility" and use "Bakusai Rock" to activate. Learned after 100 uses.

TP Cost | Arts | Attribute: Advance while striking the weapon into the ground three times in succession. Hits enemies who are downed, and the number of attacks increases to five when charged.

16

kasshin

Special Technique: Heart Aid Stamp

[Effect | Restores 18% HP]

Learned at Lv.14

TP Cost | Arts | Attribute: Draws a sigil on the ground; allies within it recover 18% of their maximum HP.

12—. Charging increases the effect area, and the number of uses further expands it (#1).

kasshin

All-Class: Revitalizing Heal Stamp

[Effect |Recovers 36% HP

Acquisition Requirements Set the skill "Water Dust" and use "Revitalizing Aid Stamp" to trigger. Learned after 100 uses.

TP Cost: Sigil Attribute: The recovery amount of "Revitalizing Aid Stamp" increases to 36% of the maximum. Charging

22—" The effect area still expands with charge and number of uses, and the scaling ratio remains the same.

kasshin

Heart Cure Stamp

Effect [Restore 50% HP

Acquisition requirements Equip the skills "Water Dust" and "Fierce" and use "Kasshin Heal Stamp" to activate. Learned after 100 uses

TP Cost | Artes / Attribute: The enhanced version of "Kasshin Heal Stamp," it restores HP equal to 50% of the target's maximu

30

The charge effect, increase in area from number of uses, and that percentage are the same.

Utsuba

Special Skill: Rakuhai Painshot

[Effect Power 220 / 1 hit

Acquisition Requirement: Learned at Lv. 18

TP Cost Artes / Attribute: Strike the enemy with a bag, dealing damage and reducing physical defense by about 90%.

The status change only lasts about 5 seconds, so attack during that time.

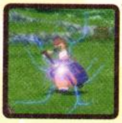
7 Rakuhai Pain Carnival

[Effect Power 290 1 hit

Acquisition requirements Equip the skill "Spread" and use "Rappa Painshot" to activate. Learned after 100 uses

TP Cost | Spell Type: Attribute — Slam a bag onto the enemy, significantly lowering their physical defense. The additional effect is the same as "Rappa Painshot," but with increased power and the ability to kno

18



Raiki

Special Technique: Electric Wave

| Effect: Power 290 / 1 hit

Acquisition Condition: Learned at Lv.20

TP Cost | Spell Type: Attribute — Perform a large slashing sweep with an electrically charged weapon, knocking down enemie

14

When used during "Rain" or "Sandstorm" weather, its power increases by 20%.

kasshin

Special Technique Heart Recovery Stamp

| Effect: Power 150 / 1 hit, cures status ailments

Acquisition Requirement: Learned at Lv. 21

TP Cost Art Attribute: Places an art on the ground, curing status ailments of allies within its area. Deals damage to enemies. The effect area expands with charge and number of uses (※1).

※1‥‥‥ When used 100 times or more: 1.1×; when used 400 times or more: 1.2×

Skill Bug Press

Effect Power 300 / 1 hit (3 hits when charged)

Acquisition requirements | Sub-event "I Hate Bugs!" (→P309) where Learned

TP Cost Technique Type Emits a poisonous gas forward to attack. If the enemy is insect-type, power

color" increases by 20%. Charging allows attacking a wide forward area.

Goku-en (Gokuen)

Skill Gokuen Breath

Change

Effect | Power 330 / 1 hit (3 hits when charged)

Acquisition requirements Set the skill "Crimson Lotus" and use "Bug Blast Breath" to activate. Learned after 100 uses

TP Cost Technique Type Pulls a spray from the bag and projects flames forward. The attack range is

the same as "Bug Press", but the move's activation is slower.

Special Change: Karlow X Beam

[Effect Power 300 / 1 hit

d" (P326) Sub-event "Mysterious Humanoid Magilor

Clear the activation conditions

TP Cost Technique Element

1 —

After clearing the above sub-event, there is a 25% chance that Karlow X will activate when you use Charge

A laser that pierces enemies is fired.

There is a chance that Karlow X will activate.

Ressen

Skill: Ressen Smash

Effect Power 300 / 1 hit (2 hits on Charge)

Acquisition condition: Learned at Lv. 24

TP Cost Technique Attribute: Spin in place and swing your weapon. If equipped with an axe, it becomes 3 hits

and if equipped with a sword, the attack range widens, but the recovery after the attack becomes larger.

Ressen

Skill Change: Retsusen Double Smash

[Effect Power 310 / 2 hits (3 hits when charged)

Acquisition requirements When the skill "Combo" is set and "Retsusen Smash" is used, it activates. Learned after 100 uses.

TP Cost Art Technique Attribute "Retsusen Smash" is strengthened and the number of hits increases. Charges when an axe is equipped

20 - to 5 hits. The change when a sword is equipped is the same as the original skill.

Shinbanshō

Technique: Shinra Banshō Bag

Effect Power 330 / 1 hit

Learning condition: learned at Lv. 40

TP Cost Spell Attribute: Pulls various objects out of a bag and throws them at enemies to attack. Its range

15— is quite long, so use it to attack enemies at a distance.

Shinra Banshō

Special Mutation Shinrabanpo Bag (Karlow X)

Effect | Power 330 / 1 hit

Activation Conditions Complete the sub-event "Mysterious Humanoid Magilord" (→P326)

TP Cost Style Attribute When conditions are met, there is a 33% chance that Karlow X will appear when "Shinrabanpo Bag" is activated.

15 — Karlow X moves toward enemies and explodes.

Raba

Skill Rakuhai Spider Web

Effect Power 220 / 1 hit

Learned at Lv.28

TP Cost Style Attribute Throw the spider silk created by magic at an enemy to reduce their movement speed for about 5 seconds.

22 — The charge version reduces speed further and extends the duration of the effect.

houshuu

Special Move: Break Collapse

Effect | Power 300 / 1 hit

Acquisition Condition: Learned at Lv.32

TP Cost / Art Type Attribute Jump and slam the weapon down. Can hit enemies who are downed, and in the air

15-) Can knock enemies down. After 100 uses, activation mid-air becomes possible.

houshuu

Skill: Collapse Raid Thunder

| Effect | Power 320 / 2 hits

et and "C |When the skills "Guren" and "Shippū" are set and "Collapse Break" is used, it triggers. Acquisition Condition: Learned after 100 u

TP Cost: Technique Type Attribute

22

After slamming the weapon from the air, attack with a lightning strike. The lightning has a 30% chance to stun the enemy (※2). Mid-air activation becomes possible after more than 100

※ With a 2-charge attack, the chance increases to 60%

Karol's Artes & Techniques

ごうしょう

Special Skill: Gōshō Beat

[Effect | Physical attack power +20%

Learning condition: Learned at Lv.36]

TP Cost / Art Type | Attribute

8-)

For about 10 seconds, increases only the user's physical attack power by 20%. TP cost is small, so use it actively and launch combo attacks while the effect is active.

Kōkō

Special Skill: Gōgō Revolution

| Effect | Power 340 3 hits (5 hits when charged)

Learning condition: Learned at Lv.38

TP Cost 18 | ▶ | —

Arts Type: A rushing attack that rolls forward and strikes, and it can hit enemies who are down. Charging increases the travel distance and correspondingly raises the number of hits.

fuufu

Skill: Fuufu Revolution

Effect Power 380 / 4 hits

Acquisition requirements The skill "Hayate" must be set to activate when using "Gōgō Revolution." Learned after 100 uses.

TP Cost | Spell Formula | Attribute

Jumps straight up and charges while spinning. Attacks from a high position. Hard to hit short enemies with the 24- attack. Can be performed in midair after 100 uses.

enrekku

Title change: Flame Raging Sky

Effect Power 520 / 5 hits (7 hits when charged)

Acquisition requirements Set the title "Red Dual Wield" and use "Gōgō Revolution" to activate. Learned after 50 uses.

TP Cost / Art Type 22 | ▲ | Element ●

Violently spins while jumping forward, dealing fire-element damage and launching enemies into the air. The skill activates quickly and is easy to link into combos.

Raba

Special Technique: Rakuhabūingu Dance

| Effect Power 220 / 1 hit

Acquisition condition: Learned at Lv. 44

TP Cost 22 | Spell Formula ▶ | Attribute

Swinging a bag to attack enemies, lowering physical attack by about 15% for approximately 20 se

When charged, the reduction rate increases to 20%. The effect duration is also doubled.

Skill: Rakuhas Buing Festa

Effect Power 290 / 1 hit

Acquisition requirements Equipped by setting the skill "Spread" and using "Rakuhas Buing Dance". Learned after 100 uses.

TP Cost 26 | ▼

Arts Attribute: Like "Rakuhas Buing Dance", attacks enemies with a bag and lowers physical attack. Applies a down effect; charging expands the attack range.

Gekitsui

Mystic Arte: Geichui Flow Upper

[Effect Power 340 / 2 hits

Acquisition condition Learned at Lv. 22

TP Cost

The art: Attribute. Swing the weapon downward, then immediately swing upward to launch the enemy into the air. Effect

Also hits 18JAL- and, if conditions are met, applies a guard break effect on the second strike (※1).

Ressen

Mystic Art: Retsu Sen Aid Stamp

Effect Power 300 / 2 hits, restores 18% HP

Acquisition requirements | Learned when Lv.26 or higher and after using "Retsu Sen Smash" and "Kasshin Aid Stamp" a combine

TP Cost Technique Attribute Connects from "Retsu Sen Smash" into "Kasshin Aid Stamp." The "Kasshin Aid Stamp" has attack detection, and its area expands with charge and number of uses (※2).

Kishinsenretsu

Mystic Art: Kishin Senretsu Knock

Effect | Power 420 / 3 hits (7 hits when charged)

Acquisition Requirement Learned at Lv.30

TP Cost 28 | ▲ | —

Technique Attribute Pulls a white orb from the embrace and hurls it at the enemy with Knock. When charged, the number of white orbs increases, raising the power; under certain conditions it

kishinchōjū

Skill: Kishin Super Heavy Buster

Change

[Effect Power 440 / 3 hits

Acquisition requirements Activated when the skill "Gōretsu" is set and "Kishin Senretsu Knock" is used. Learned after 100 uses.

TP Cost Technique Attribute Knocks the bronze rabbit statue to attack. Has shorter range than "Kishin Senretsu Knock".

33-」 Although shorter, it can blast hit enemies away. When used up close, it hits 3 times.

---

*1...... When uses are 200 or more and the skill "Charge Smash" is set, the skill is triggered by charging.

*2...... 1.1× at 100 or more uses, 1.2× at 400 or more uses.

*3...... When uses are 200 or more and the skill "Charge Smash" is set, the skill is triggered by charging.

しこうめつりゅう

Mystic Art: Shikō Metsuryū Flash

| Effect Power 400 / 2 hits

Learned at Lv.35

TP Cost / Art Type

Attribute While swinging the weapon to attack the surroundings, it sends a lion's fighting spirit forward

22" Charging increases its power, and under certain conditions it also causes Guard Break (*3).

bakusou shuugeki

Special Skill: Rampage Assault Blow

Effect |Power 400 / 4 hits (5 hits when charged) Learned at Lv. 42+ after using "Garyu Upper" and "Gogogo Revolution" a combined 50 times

Acquisition requirements

TP Cost Skill Type Attribute After attacking with "Gogogo Revolution", use "Garyu Upper" to launch the enemy.

|28|A\" \"Gogogo Revolution\" also hits downed enemies.

maoushuu

Special Skill: Demon King's Fierce Assault Rise

1 Effect \"Power 440 / 1 hit

Acquisition Requirement Learned at Lv. 49

TP Cost

Spell Formula

Element

Swings the weapon up like a golf swing to send the enemy high into the air.

30

When the A L-ru condition is met, it also gains a guard break effect (*3).

resshin

Secret Technique Ressin Drop

Effect | Power 450 / 2 hits

→P338) A

Sub-event "One Night of Special Training" (

cquisition condition "Acquisition

TP Cost

Art Style Attribute: Stabbing the weapon from the air into the ground, attacking with a shockwave. Usage count: 100 times

32

" Allows aerial activation, and under certain conditions a guard break also occurs (3*).

Karol's Artes & Techniq

Secret Technique Ultimate God-Slaying Destroy

[Effect Power 490 / 1 hit

Acquisition condition: Learned at Lv. 55

TP Cost 34 | Spell Formula | Element —

Raises the weapon high and forcefully slams it into the ground. Be careful, as a missed swing leav

Under certain conditions, it also inflicts a guard-break effect (※1).

Skill 変化 | Execution

Ultimate Divine-Slaying Spark

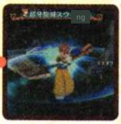
1 Effect Power 520 1 hit

Acquisition requirements: Activates when the skill “Raging Tremor” is equipped and “Ultimate God-Slaying Destroy” is used. Learned a

TP Cost

Magic style / Attribute: Slams the ground to thrust up rocks, launching nearby enemies into the air. The weapon is a ham

38A” Attack range increases with a hammer and narrows with an axe. Under certain conditions, a guard break occurs (※1).



Burst アーツ | "Chousenmetsu

Super Fang Rotary Annihilation Swing

[Effect | Power 800 / 12 hits

Learning requirement: Learn Burst Arts at Lv.24 or higher

TP Cost 0 | Spell Formula

Attribute: Spins in place while swinging the weapon, launching enemies high and knocking them down JAL-". Attacks surrounding enemies together and can hit enemies while they are down.

Burst アーツ | chousenmetsu

Super Fang Rotary Annihilation Heat

| Effect Power 820 19 hits

Activation Conditions: Skill: Set "Guren" and "Rengeki" and use "Super Fang Rotary Annihilation Swing"

TP Cost 0 | Arts

Attribute: After spinning and swinging the weapon, releases a fiery fighting aura around the user. The fier spreads outward and delivers follow-up attacks to enemies who have been knocked down by th

Burst アーツ | chousenmetsu

Super Fang Rotational Annihilation Crash

| Effect Power 820 / 13 hits

Activation Conditions: Set the skills "Retsushin" and "Gouretsu" and use "Super Fang Rotational Annihilation Swing"

TP Cost 0 | Arts

Attribute: Swing the weapon and slam it into the ground to create a fissure in front of you. It can hit distant enemies, but if you want to deal heavy damage, use it up close.

Burst アーツ | Chousetsu

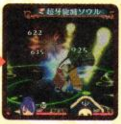
Super Fang Rotational Reduction Typhoon

| Effect Power 820 / 15 hits

Work Attendance Conditions: Set the skills "Shippuu" and "Shunbin" and use "Super Fang Rotational Annihilation Swing"

TP Cost 0 | Arts type

Attribute: Continue rotating attacks to generate a tornado that sends surrounding enemies into the air. It has a high number of hits and can greatly reduce the opponent's green FS gauge.



バースト Arts | chousentsu

Super Fang Rupture Soul

Effect Power 820 / 8 hits

Activation Conditions: Set the skills "Water Dust" and "Spread", then use "Super Fang Rupture Swing"

TP Cost 0 | Art Style

Attribute After a spinning attack that strikes surrounding enemies, slam the weapon into the ground to draw a hu in the shape of "A" to restore allies' HP by 18% of their maximum HP. The effect range is quite large.

kou renji

Secret Grand Chain-Blade Impact

[Effect | Power 1050 / 8 hits | Element —

Activation Condition: Set the skill "Special", then while the OVL level is at 3 or higher, hold the inner button during an Mystic Art or Higher Technique

Take weapons out of the bag and hurl them down one after another from the sky. The attack hits targets no matter how far away they are.

Kōsenpakusatsu

Secret Art: Gou-Spark Explosion Ultra X Bomber

[Effect Power 1400 / 1 hit Attribute —

Activation conditions: Complete "Secret Modification" (→P338) and have used the "All-Things Bag" 200 times or more. Equip the skill "Special," and while at OVL level 4, during an art/skill/technique of Ultimate rank or higher, keep holding the button.

A giant robot appears and bombs with a powerful beam. If you keep holding the button after activation, the transformation scene becomes longer.

---

*1...... When uses are 200 or more and the skill "Charge Smash" is set, the skill is triggered by charging.

Rita Mordio

R i t a M o r d i o

Type	Atk +++++++ Support

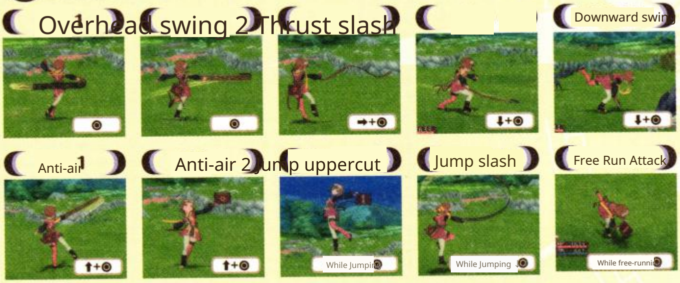
Parameters	HP	TP	PhysAtk	PhysDef	MagAtk	MagDef	Agility
Growth rates	D	S	D	D	S	S	B

Weapons	Armor
[Main Band Chain | Sub Book	| Circlet Ribbon Body Cloak

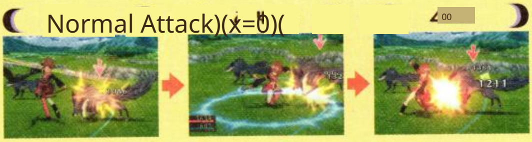
Aim at enemies from afar with a variety of offensive arts

Rita, who uses offensive arts, has low HP and physical defense and is completely unsuitable for close combat — her normal attacks can chain for only up to two hits. Although she learns a limited number of offensive techniques and has the trait of dealing 10% increased damage to Fiend-type and Inorganic-type enemies, in battle she should stay as far from enemies as possible and fight by making use of a variety of long-range offensive arts. Expanding the range of magical attacks are numerous skills. Shorten the recovery after activation with “Spell End,” and if you shorten casting time with “Speed Spell,” “Rhythm,” or “Light Magic,” you can rapidly cast spells and link them into combos. “Magic Cancel” is also an indispensable skill for magical combos. If you have spare SP, you’ll also want to use skills that directly strengthen magic itself, such as “Magical” or “Magic Feint.”

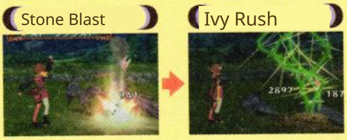
Rita’s normal attacks


Overhead swing 2 Thrust slash
Downward swing
◎
◎
➡+◎
⬇+◎
⬇+◎
Anti-air1
Anti-air 2 Jump uppercut
Jump slash
Free Run Attack
⬆+◎
⬆+◎
While Jumping ◎
While Jumping ◎
While free-running ◎

Example combos for Rita


Normal Attack)(x=0)(
00

A close-range combo. For the normal attack, the key is to connect a skill after landing the first swing of the "swing" move. Use "∠=∞" frequently to increase hit count.


Stone Blast
Ivy Rush

An example of a combo that links from the original spell to a skill-altered technique using the skill "Magic Cancel." It can greatly reduce the blue FS gauge.

Rita's Skills

Skill Name	Weapons that can learn it
Strength	Lock, Lock +1
Strength 2	Queen Whip, Queen Whip (+1α, +1 B)
Strength 3	Death Contrast +2a
Magical	Learned from the start
Magical2	Record of Resolve, Record of Resolve +1
Magical 3	Death Contrast
Magical4	Aspion
Consume Attack	Rivet Belt
In Elemental	Growing Ribbon+1a
Magic Critical	Endless Heart, Endless Heart+1
Magic Feint	Endless Heart +1
Heavy Magic	Twinkle Star
Light Magic	Everbloom (Evablue), Everbloom (Evablue) (+1a, +18)
Overspell	Rivet Belt
Over Spell 2	Kakugo no Kiroku, Kakugo no Kiroku (+1, +2)
Overspell 3	Ivy Blade
Combo Plus	Rose Whip
Hyper Magic	Infinity Line
Hyper Magic 2	Infinity Line
Cross Counter	King Size Belt +1
Pain Reflect	Easy Play +1B
Fatal Bonus	Death Contrast +2a
Fatal Bonus 2	Death Contrast +2B
Fatal Exceed	Psychedelica
Burst Force	Growing Ribbon
Burst Key	Psychedelica +1β
Special	Psychedelica, Psychedelica (+1α, +1β)
HP Condition M	Leather Whip +1
HP Condition M2	Leather Whip +1
Half Damage	Sash +1
Quarter Damage	Sash +1
1 Damage	Sash +1
Horse Combo	Growing Ribbon+1a
Crim	Growing Ribbon +1β
Defend	Leather Whip
「Defend 2	High-Power Yo-Yo
Defend 3	Death Contrast +2B
Resist	Learned from the start
Resist 2	Perfect Green
Resist 3	Sword Whip +1β
Critical Guard	Leather Whip
Magic Guard	Sash
Well Guard	Chain Whip
Magic Well Guard	King-Size Belt, King-Size Belt +1
Guard Reflect	Easy Play +1a
Guardial Arts	Resolve Record+2
Passive Safe	Chain Whip+1
“Un-Elemental	Growing Ribbon+1β
Status Guard”	Grim Guardian+1a
Condition Guard	Grim Guardian+1β
Immunity	World of One
Enduro	Grim Guardian
“Invalid Attack”	Sword Whip+1a
Impalid Magic	Sword Whip+1B
Step Away	Chain Whip, Chain Whip+1
Absorption	Death Contrast(+1, +2a, +2β)
“Burst Guard	Anubis, Anubis+1
[Recovering Guard	Rose Whip
Grace]	Milky Way, Milky Way +1
Magic Perfect	Lovely Cat Encyclopedia
TP Condition S	High-Power Yo-Yo +1
TP Condition S2	High-Power Yo-Yo +1
TP Condition M	Perfect Green +1a
TP Condition M2	Perfect Green +1B
Elemental Influence	[Song of Gaia
OVL Concentrate	Super Electric Yo-Yo]
Ferocity	Grim Guardian +1a
Raging Tremor	Grim Guardian +1B

Skill Name	Weapons that can learn it
Evasion	Lock +1
Evasion 2	Sword Whip
Evasion 3	Super Electric Yo-yo
Item Throw	Chain Whip, Chain Whip +1
Good Job	Twinkle Star
Backstep	Muffler, Muffler +1
[Recovering	Lock, Lock+1
Levitation	Nakoto Shinsho
Efficient	Easy Play
Magic Cancel	Growing Ribbon, Growing Ribbon (+1a, +1β)
Rest Line Shot	Sacred Chain
Spell Charge	Stormbringer
Spell Charge 2	Necronomicon Manuscript
Spell Charge 3	Song of Gaia
Rhythm	Learned from the start
Randomizer	Measuring Tape
Spell Keep	Death Contrast, Death Contrast +1
Overheat	Queen Whip, Queen Whip (+1a, +1 B)
Speed Spell	Milky Way +1
End Lucky	Measuring Tape
Spell End	Psychedelica +1a
Spell Revenge	Grim Guardian, Grim Guardian (+1α, +1B)
Cancel Plus	World of One, World of One +1
Cancel Plus 2	World of One +1
Combo Magic	Rivet Belt
Combo Magic 2	Twinkle Star
Limiter	Easy Play, Easy Play (+1α, +1β)
Zeng Junmin	Perfect Green +1α
Ginger Gale	Perfect Green +1β
Vitality	Leather Whip +1
Vitality 2	Rose Whip
Vitality 3	Sword Whip +1a
Spirits	Learned from the start
Spirits 2	Psychedelica, Psychedelica (+1α, +1β)
Spirits 3	Lovely Cat Encyclopedia
Spirits 4	Ivy Blade
Compartment Force	Necronomicon Manuscript
Resolution	Anubis, Anubis+1
Reduction	Aspion
HP Recover	Ever Blue +1a
TP Recover	Ever Blue +1B
Life Reverse	World of One +1
Life Reverse 2	Anubis +1
Ruthless Soul	Record of Resolve +1
Effective	Stormbringer
[Spirit Assort	Record of Resolve +2
[Recall	Sacred Chain
Limits Bonus	Ever Blue
Limit Bonus 2	Sword Whip, Sword Whip (+1α, +1β)
Appeal	King-Size Belt +1
Appeal 2	Endless Heart +1
Appeal Limits	Queen Whip+1a
Appeal Limits 2	Queen Whip +1B
Life Heal	High Power Yo-Yo, High Power Yo-Yo +1
Mental Heal	Perfect Green, Perfect Green (+1 a.+18)
Life Up	Easy Play +1a
Mental Up	Easy Play +1β
Happiness Sing	Aqua Dingen
Happiness Ring 2	Aqua Dingen
Happiness Ring 3	Aqua Dingen
Image Training	Muffler +1
Standalone	Learned in the sub-event "The Mugen Slash" (→P351)
Tai diffusion	Ever Blue +1a
Water Dust	Ever Blue +1B

Rita's Arts/Techniques

特技 Rudol βxΨ=√

| Effect Power 200 / 2-hit

Acquisition Requirement: Learned from the start

TP Cost / Art Type [10] —

Attribute Launches enemies into the air with a weapon. After 30 uses it becomes a Down Hit and can stun enemies while they are down (*1). Additional attacks possible when equipped in a ch

特技 ζxΨ=Φ

| Effect Power 280 / 2 hits

Acquisition condition: Learned at Lv.16

TP Cost / Art Type 12 Element —

Spin attack that strikes at the feet. After the number of uses exceeds 200, it will hit downed enemies and forcibly wake them. When equipped in a chain, the number of hits becomes 3

スキル Change ∫∇=Σ(ωπ)

| Effect Power 280 3 hits

Acquisition requirements | When the skill "Combo" is set and "ZX=の" is used, it activates. Learned after 100 uses

TP Cost Technique Type Attribute Swing the weapon widely to hit enemies consecutively. Skill "Cancel 16" plus 2" can be linked into an ultimate technique to remove the attack's recovery after use.

Special Technique Descartes ∠=(x,y,z)

[Effect Power 330 / 2 hits

Acquisition requirement: Learned at Lv. 26

TP Cost 16-

Art Spell Attribute: From an open book, the paws of a beast emerge and blast enemies away with sharp claws. The reach is 16-, and when used at close range it deals 2 hits. Guard break occurs after a number of uses (※3).

スキル Change ∠=(r,θ,Φ)

Effect: Power 330 / 2 hits

Acquisition requirements Set the skill "Gou-RETSU" and use "∠=(x,y,z)" to activate. Learned after 100 uses.

TP Cost 19-

Art Spell Attribute: Using the beast's tail that bursts out of the book to attack enemies. If the second strike hits, the enemy will spin in place, but it may not hit if the distance is too short.

奥義 ζ=δτ(ωρ)

| Effect | Power 370 / 1 hit

Acquisition condition Learned at Lv. 22

TP Cost 20

Art Spell Attribute: Strike enemies with the book's corner. If chained from normal attacks, it can hit enemies who are down. After 100 uses, it becomes possible to execute in midair.

Mystic Arte Wolis ∠=∞

Effect Power 400 / 3 hits

Acquisition Requirement Learned at Lv.30

TP Cost 14 術 Formula Element —

Shoots pages from an open book to hit enemies. The distance fired depends on the number of uses. The number of pages increases (see note 4), and after 200 uses it can also hit enemies who are downed.

Ultimate Art Dearu (δ/χ)λ=ι

[Effect Power 380 / 2 hits

Learning condition: Learned at Lv.38

TP Cost / Art Type Attribute

Channels magic into the weapon and causes an explosion. After 100 uses, it can be activated mid-air becomes possible, and after 200 uses pressing a ⊗ button at the moment of explosion increases its power.

Skill 変化 A=lk{λ∈Λ}

[Effect Power 380 3 hits

Acquisition requirements Equip the skill "Guren" and use "(♂/x) A=" to activate. Learned after 100 uses

TP Cost / Art Type 23 Element

After catching an enemy with the weapon, causes damage with an explosion and launches them high. If you attack the enemy while airborne(※5), you slam them into the ground

※1‥‥‥ Use count 30 or more: 2.1%; 80 or more: 4.2%; 150 or more: 10%; 280 or more: 25%; 400 or more: 33.3%

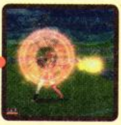
※2‥‥‥ Immediately after the attack hits, press the ○ button while airborne

※3‥‥‥ Use count 30 or more: 2.1%; 80 or more: 4.2%; 150 or more: 8.3%; 280 or more: 16.7%; 400 or more: 100%

※4‥‥‥ Fewer than 80 uses: 3 sheets; 80 or more: 4 sheets; 200 or more: 5 sheets; 500 or more: 6 sheets; 1000 or more: 7 sheets. Thereafter, increases by 1 for every additional 1000 uses. Once it reaches 1000 uses or more, it can be interrupted with a button

※5‥‥‥ Air activation is possible after 100 uses

"Rita's Art/Skill"



Lower-Level Magic: Fireball

Effect | Power 350 / 1 hit

Acquisition Requirement: Learned from the start

TP Cost | Art Technique Attribute

8

Launches a fireball. The number of projectiles increases with remaining uses (※1), and the pow

When the skill "Levitation" is active, it can also hit enemies that are downed.

Skill: Iruption

Effect Power 470 / 5 hits

Acquisition condition: "When the skill 'Gouretsu' is set and 'Fireball' is used, Learned after 50 uses"

Consumption TP Spell Type Attribute

18A

Erupts lava from the ground to damage enemies within the area. You can start moving before the lava subsides, so follow up on floating enemies.

Lower-rank Magic Stone Blast

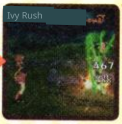
1 Effect | Power 380 / 5 hits

Acquisition Requirement: Learned from the start

TP Cost Technique Type Attribute

Erupts many stones from beneath a single enemy's feet to deal damage through consecutive hits

Deals 10A damage. Greatly reduces the opponent's Blue FS gauge.



Skill Ivy Rush

[Effect Power 470 / 5 hits

Acquisition requirements Skill "Water Dust" set then use "Stone Blast" to trigger. Learned after 50 uses.

TP Cost Technique Attribute Summons thorny vines from the ground and wraps them around a single enemy to attack.

16A When the weather is "Fog", power increases by 20% compared to normal.

Lower Magic Champagne

| Effect Power 400 / 4 hits

Learned at Lv.14

TP Cost Technique Attribute Sends countless droplets bursting to attack. If the weather is "Rain", power increases by 20%. Uses

14A Every additional 100 uses expands the attack range, up to a maximum of 2×.

Spread Zero

Lower Magic Spread Zero

| Effect | Power 440 / 1 hit

Acquisition Requirement: Learned at Lv. 18

TP Cost Technique Type Attribute

12

Concentrates darkness to a point to create an explosion, dealing damage to the target and ene

When the weather is "Night", power increases by 20%.

Skill 変化 Demon's Lance

Effect Power 520 / 2 hits

Acquisition requirements Set the skill "Agility" and use "Spread Zero" to activate. Learned after 50 uses

TP cost Spell Type Attribute Targets one enemy, impaling them with a spear-like crystallized power of darkness. Like the 20* spell

, its power increases by 20% when used during "Night" weather.

Mid Sorcery Splash

[Effect Power 410 / 7 hits

Acquisition condition: Learned at Lv.16

82 TP cost Spell Type Attribute Douses the target's head with a large amount of water. Power +20% when the weather is "Rain".

Every 100 uses, the attack range expands, up to a maximum of 2x.

Aquareiser

Skill 変化 Aquareiser

[Effect Power 510 / 8 hits

Learning condition Skill "Diffusion" set and "Splash" learned Activates when used. Learned after 50 uses

TP Cost Technique Type From the center of the free cursor or from the target's position, emits a column of water

32

that lifts enemies high into the air. If the weather is "Rain," power increases by 20%.

Freeze Lancer

スキル Change Freeze Lancer

[Effect Power 550 10 hits S

Learning condition et skills "Gale" and "Combo" and use "Splash" to activate. Learned after 50 uses

TP Cost Technique Attribute Fires ice projectiles forward. Projectiles are launched from varying heights,

28

making them harder to hit short enemies. If the weather is "Snow," power +20%.

※1・・・・・ If uses are fewer than 50: 1 projectile; 50 or more: 2 projectiles; 200 or more: 3 projectiles; 500 or more: 4 projectiles; 1000 or more: 5 projectiles. Thereafter, one projectile is added every 500 uses, up to a maximum of 10 projectiles.

Intermediate Magic: Rock Break

1 Effect Power 470, 3 hits

Acquisition condition: Learned at Lv. 24

TP Cost: Spell Type: Elemental: Earth. Summons multiple pointed stone pillars within the area that pierce enemies from below—an intermediate earth magic. Enemies hit by the attack are launched high and fall down.

34

Skill: Riot Bone

[Effect Power 520 / 4 hits

Acquisition requirements Equipped with the skill "Retsushin" and activated when using "Rock Break." Learned after 50 uses.

TP Cost Spell Formula Attribute Sharp horn-like rocks protrude from the ground and snake forward while impaling enemies. Try to summon the rocks where there are as many enemies as possible.

36

Tractor Beam

Charmed Magic Tractor Beam

Effect Power 490 6 hits

Acquisition Condition Learned at Lv.28

TP Cost Art Style Attribute Lifts all enemies within range into the air, drops them to the ground, and deals damage

Deals 42- damage. Can knock enemies down, making it easier to create distance after the attack.

Skill Gold Katz

[Effect Power 550 / 10 hits

Acquisition requirements Equips the skills "Guren" and "Resshin" and then uses "Tractor Beam" to trigger. Learned after 50 uses

TP Cost Art Style Attribute Drops a golden cat that scatters coins. If you have 100,000 or more gald the number of coins increases. Weather: Power increases by 20% at "Evening".

467

Intermediate Magic Negative Gate

| Effect Power 740 / 8 hits

Acquisition Condition | Sub-event "Hermes' Consideration" (→P321) Learned by

TP Cost Technique Type Attribute Creates a magical void above the enemy and attacks. Enemies' movement is stopped while active

46 Makes it easier to connect to the next attack. Power +20% during "Night" weather.

Burn Strike

Title Change Burn Strike

Effect Power 600 / 5 hits

| Set the title "Amnesiac Mood Maker" and use "Negative Gate" to activate. Learned after 20 uses

TP Cost Technique Type Attribute Drops several fireballs aimed at a single enemy, and the blast also engulfs surrounding enemies. Each time it hits, enemies are pushed away, making it difficult to chain into the next attack.

Spiral Flare

Intermediate Magic Spiral Flare

[Effect Power 510 / 1 hit

Acquisition Condition: Learned at Lv.32

TP Cost Technique Attribute Gathers flames into a large projectile and fires it at the enemy. As the number of uses increases it will automatically adjust its direction to aim at the target when activated.

38

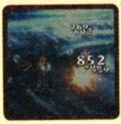
Skill Flame Dragon

Effect Power 550 / 10 hits

Acquisition Condition Skill Set "Agility" and "Ferocity" and "Spiral Triggers when using "Flare". Learned after 50 uses

TP Cost Technique Attribute Releases a dragon of flame and sends it crashing into enemies, dealing damage while forcing them to rise high

by about 30. The maximum number of hits increases each time the number of uses increases by 250.



Advanced Tidal Wave

Effect Power 540 / 8 hits

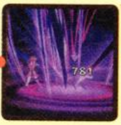
Acquisition Condition Learned at Lv. 52

TP Cost Art Technique Attribute Creates a massive tsunami that engulfs the entire battle field, swallowing all enemies and dealing damage.

If the weather is "Rain," power increases by 20%.

72

Rita's Arts/Techniques

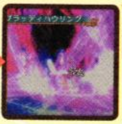


Violet Pain (above technique)

Effect Power 570 / 14 hits

Acquisition condition: Learned at Lv.41

TP Cost 術 Spell: Gathers the power of darkness to create countless spears that pierce enemies from all directions and knock them down—an advanced magic. If the weather is "Fog," power increases by 20%.



Sm Bloody Howling

| Effect Power 750 / 10 hits

Acquisition requirements Activated when the skills "Spread" and "Ferocity" are set and "Violent Pain" is used. Learned after 50 uses

TP Cost Spell: Draws a gigantic magic circle on the ground and attacks enemies inside it with the power of darkness. Both power and hit count are high, and if the weather is "Night," power increases by 20%.

Art Blade Roll

Effect | Power 650 / 7 hits

Learning requirement: Learned at Lv. 36

TP Cost Spell Type Attribute: Summons a blade of light in front and spins it to slash surrounding enemies. If the weather is "sa

54

- the power is +20%. It is non-elemental, so it can be used without worrying about enemy attributes.

Skill 変化 Thunder Blade

[Effect Power 700 / 2 hits

Learning Condition | Set the skills "Guren" (Crimson) and "Shippū" (Ga

| Roll" to trigger it. Learned after 50 uses

TP Cost Spell Type Attribute: Stabs a lightning blade into the ground, calling down bolts to attack a wide area. It 68A" greatly knocks enemies back. If the weather is "rain" or "sandstorm", power increases by 20%.

Grand Thrasher
288
1380
1242

上級魔術 Grand Dasher

Effect | Power 630 / 15 hits

Acquisition requirement: Learnable at Lv.46

Consumes TP Technique Attribute

64

An advanced sorcery that causes the ground to split and lift rocks, repeatedly thrusting enemies upward. Its attack range is wide, but because enemies are launched very

Rita: Spellcasting Voice

Rita's spellcasting voice, boasting the longest duration among both allies and enemies. Also included are the shortened casting voices used when Over Limit is activated.

Fireball	Flickering flame (homura), relentless pursuit!
Eruption	Emperor of flames, return from the depths of the earth / arise!
Stone Blast	The faint rustle of the modest earth
Ivy Rush	Awaken, merciless and nameless queen of thorns (ibara)! Thorns!
Champagne	Playful Innocence of Water
Spread Zero	Pishō (Smile Between Drifting Moments)
Demon's Lance	Obsidian's radiance, become a swift spear and strike down the enemy You can't do it!
Splash	I shall grant to that one the purity of your untarnished sanctity
Aqua Razor	Mother who upholds the azure life, break and let out a clear (seiretsu) first cry / Rise up!
Freeze Lancer	Ice-bound blade, sharply soars through the sky! / Sharply! Quickly!
Rock Break	Turn your anger into the tip of your spear and pierce the obstacles blocking your path
Riot Horn	Demon crawling from the depths of the earth, strike and shatter the enemies on the surface completely!
Tractor Beam	Spreading a web of tempting traps, bring them into my bosom
Gold Katz	Let a golden rain that invites fortune fall, your name is Nyahn!
Negative Gate	Greedy Dark World (Ankai) descend here, and smash the wicked!

Burn Strike	Come, blazing flames! Burn them away!
Spiral Flare	With a trail of searing heat, annihilate these barbaric atrocities
Flame Dragon	Boiling, fervent flames, become a sacred beast and devour the wickedness; and while you're at it, come out!
Tidal Wave	The currents of madness and greed, swirling like a tempestuous vortex!
Violent Pain	The unleashed, ominous power of another world, deliver judgment upon the evil before me
Bloody Howling	Gather, dark flames, greet the guests of the feast with a song of dread, and escort them to the underworld!
Blade Roll	Resplendent (sonki) slash of light, a will of justice that overwhelms even the i
Thunder Blade	Becoming a sword of thunder, it descends upon the guilty —it will paralyze them, you know
Grand Dasher	The throbbing of the earth, offering its body as a sacrificial victim to crush t
Crimson Flare	The merciless conflagration (gouka) will burn away your hearts with your [illegible]born Shatter them into fragments!
Meteor Swarm	Countless dust particles wandering the sky (sora), becoming a sudden downpour (su) that praises the earth!
|Cast Tim	Take this! Ready—now! / Go! / Fly! The rest is omitted

上級魔術 Crimson Flare

Effect Power 690 / 14 hits

Learned at Lv. 58

TP Cost

Art Formula (Attribute) Summons a flame art formula in the sky to create a large explosion that burns the enemies

62A" to ashes. An advanced magic with a wide attack range and high power and hit count.

Advanced Magic: Meteor Swarm

Effect | Power 780 / Area Attack

Acquisition requirements Learned in the sub-event "The First Step of Spirit Magic" (→P329)

TP Cost 76

Art Formula (Attribute) A wide area is pelted by successive falling meteors. The damage is immense, and if the weather is a "storm" the power increases by an additional 20%. Has the longest casting time

"Burst Arts" Mystic Drive

Effect Power 800 / 21 Hits

Acquisition Requirement: Learn Burst Arts at Lv. 23 or higher

TP Cost 0

Art Formula (Attribute) Creates a large art formula centered on the target and, with a light of magical power, pierces enemies from t

A burst art that shoots through them. It hits even distant enemies and has a wide range.

157-25 Burst Raging Drive

[Effect Power 820 / 25 hits

Work Attendance Conditions | Set the skills "Guren" and "Rengeki", then use "Mystic Drive"

TP Cost 0

Formula

Attribute

Emits flames from a ground glyph, consuming enemies within it. It gains the Fire attribute and its power is slightly increased; otherwise it is the same as "Mystic Drive".

Burst Ruinous Drive

Effect Power 820 21 hits

n use "Mi Set the skills "Resshin" and "Gouretsu", the s tic Drive" (activation condition)

TP Cost

Glyph / Attribute: Draws a glyph above the target's head to generate immense gravity and crush

LOVE". It deals Earth attribute damage and knocks down enemies within the area.

Burst 75 Fleeting Drive

Effect | Power 820 / 28 hits

Activation Conditions Set the skills "Gale" and "Agility" and use "Mystic Drive"

TP Cost 0

Magic Circle

Attribute

A wind-attribute Burst Art that generates a strong air current from the magic circle drawn on the ground and violently lifts enemies standing on it into the air. Reduces the green FS gauge.

Burst - Diffusional Drive

Effect | Power 820 16 hits

Activation Conditions | Set the skills "Water Dust" and "Spread" and use "Mistick Drive"

TP Cost 0

Arcane Technique Attribute: Generates a column of water from the spell to launch enemies high into the air. Compared to burst arts of other attributes, it has fewer hits but deals the same damage

Mystic Arte: Ancient Catastrophe

[Effect Power 1111 1 Hit Attribute —

Activation Condition: Set the skill "Special" and, while the OVL level button is 3 or higher during a Mystic Arte or higher technique/skill, hold down the | button.

Creates arcane techniques of the four attributes fire, water, wind, and earth, surrounding the battle field. Deals massive damage to all enemies.

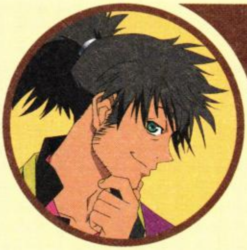
Ultimate Mystic Arte: Indignation

| Effect Power 1765 / 1 Hit Attribute

"The Man Who Leapt Through Time" (p.351) — Activation condition: an event (※1) must have occurred during battle. A large magic circle is drawn, triggering intense thunderbolts that explode and attack a wide area, dealing fire and wind attribute damage to enemies. Set the s

~~kill "Special" and, while at OVL level 4 during a Mystic Arte or higher technique/skill, hold dow~~

n the | button. ※1... When The Man Who Leapt Through Time's HP is below half, activate "Thunderblade" with at least 200 usages while at OVL level



Raven

R a v e n

Type	Attack+++++++++┤ Heal

Parameters	HP	TP	Physical Attack	Physical Defense	Magic Attack	Ma	
Growth Rate	C	B	C	D	B	B	B

Weapons	
Main	Bow (Light Bow, Bow)
Sub	Dagger

Armor	
Head	Helmet, Hat
体	Guard

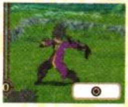
Can handle both long-range attacks and close-quarters combat

Equip a bow as the main weapon and also learn offensive arts. Raven excels at attacking from a distance. Because his HP and normal defense are low, rather than moving forward to fight, it is better to use his movement speed to keep distance from enemies and attack from afar by mixing arts and techniques. To strengthen normal attacks with the bow, you should use skills like "Hard Shot" and "Long Strength". Also, "Sta

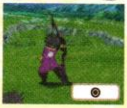
If you equip "Il Change" or "Style Change 2" then your normal attacks and some offensive skills will change depending on the distance to the enemy, allowing you to handle close-range combat. You should get used to close-range combos so you can respond with either option depending on the situation. Also, note that Raven is strong against bird-type enemies, and except for the skills "Mogul-Style" (土竜なり), "Spinning Scenery" (回る景色), and "Spinning, Spinning Scenery" (回る回る景色), all other offensive skills deal 20% more damage.

Raven's normal attack

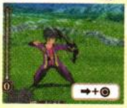
Mid-level Shot 1



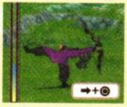
Mid-level Shot 2]



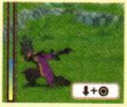
Upper-row Shot 1



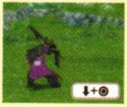
Upper-level strike 2



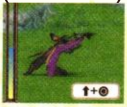
Lower-level strike 1



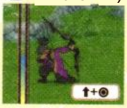
Lower-level strike 2



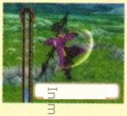
(Anti-air 1)



Anti-air 2)

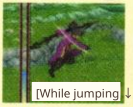


Jump upward slash



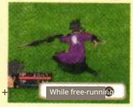
In midair ●

(Jump sweep)



[While jumping] ↓ +

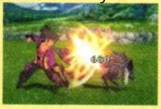
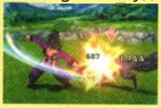
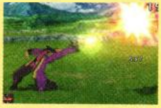
Free Run Attack



While free-running

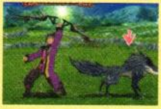
Example combos for Raven

Usually attack) revolving scenery)(Tear of Heaven

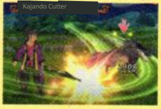




Close-range combo using the skill "Style Change". Set "Cancel Plus" and change "Tear of Heaven" to "Rain of Tears of Heaven" to increase the number of hits.

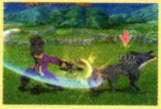
Abrasion of Heave



Wind Cutter



Spinning Scenery



Charge "Abrasion of Heaven" to its maximum and begin casting immediately afterward so the attacks will hit almost simultaneously. Continue linking techniques from "Spinning Scenery."

Raven’s Skills

Skill Name	Weapons that can learn it
Strength	Learned from the start
Strength 2	Trans Blade, Trans Blade (+1a, +1β)
Strength 3	Strike Eagle +1β
Strength T	Snipe Syphos +1a
Magical	Learned from the start
Magical2	Quick Trigger
Magical3	Strike Eagle +1α
MagicalT	Snipe Syphos +1β
Consume Attack	Smash Bow +1a
Light Force	Rapid Shot
Hunter	Smash Bow
TP Attack	Smash Bow +1β
In Elemental	Quick Trigger +1B
Magic Feint	Quick Trigger +1B
Style Change	Battle Knife
Style Change 2	Misericorde
Bullfight Mind	Learned upon joining at Chart No. 110
Combo Plus	Blood Trigger Blood Trigger (+1α, +1β)
Shoot Shoot Shoot Pachinko	
Cross Counter	Quick Trigger +1a
Pain Reflect	Storm Slayer +1B
Fatal Bonus	Blood Trigger, Blood Trigger (+1a, +1β)
Fatal Bonus 2	Death Slinger
| Fatal Exceed	Learned upon joining at Chart No. 110
Burst Force	Rapid Shot
Burst Keep	Divine-Demon Bow Nebirium
Special	Breakers Bow, Splash Bow, Elven Bow
HP Condition M	Storm Slayer +1a
HP Condition M2	Storm Slayer +1g
Half Damage	Smash Bow +2
Quarter Damage	Smash Bow +2
1 Damage	Smash Bow +2
Combo	Burn Spreader
Tu Guren	Burn Spreader
| Defend	Variable Edge
| Defend 2	Two-Form Cestus +1a
Defend 3	Death Slinger +1a
Defend T	Snipe Syphos +1a
Resist	Variable Edge
Resist 2	Falcon Needle
Resist 3	| Death Slinger +1B
Resist T	Snipe Syphos +1β
Critical Guard	Learned from the start
[Magic Guard	Learned from the start
"Wergard	Battle Knife
Magic Well Guard	Learned from the start
Guard Reflect	Storm Slayer +1β
Guardial Arts	Defender Bow
Passive Safe	Snipe Syphos
| Arrow Revenge	Quick Trigger +1a
| Un-Elemental	Strike Eagle +1a
Status Guard	Jitte
[Condition Guard	Jitte
Immunity	Two-Form Cestus +1β
Enduro	Two-Form Cestus +1a
Invalid Attack	Falcon Needle +2a
Invalid Magic	Falcon Needle +2β
Step Away	Two-Form Cestus, Two-Form Cestus (+1a, +1β)
Escape Step	Celestial Star +1
Burst Guard	Elven Bow
Recovering Guard	Rapid Shot
|TP Condition S	Strike Horn Bow
[TP Condition S2	Trans Blade +1g
TP Condition M	Defender Bow
|TP Condition M2	Trans Blade +1β
Heavy Arrow	Strike Horn Bow
Hard Shot	Divine Cannon
Heavy Energy	Spike Bow

Skill Name	Weapons that can learn it
OVL Concentrate	Learned upon joining at Chart No. 110
Ferocity	Breaker's Bow
Raging Tremor	Breaker's Bow
Evasion	Variable Edge +1α
Evade/Ilbeijon 2	Two-Form Cestus
Evade/Ilbeijon 3	Storm Slayer
Item Throw	Smash Bow, Smash Bow (+1a; +1β)
Good Job	| Trans Blade, Trans Blade (+1a, +1β)
Instep	Gale Spreader, Burn Spreader, Miseri Korde
Backstep	Battle Knife
Step Long	Snipe Siphoss, Snipe Siphoss (+1α, +18)
Step Cancel	Storm Slayer, Storm Slayer (+1a, +18)
Recovering	Variable Edge, Variable Edge (+1 a.+1ß)
Efficient	Blood Trigger
[Quick Arrow	Quick Trigger, Quick Trigger (+1a, +1β)
Long Strange	Spike Bow, Defender Bow, Strike Ho rn Bow
Headhunter	Learned upon joining at Chart No. 110
End Lucky	Crusader 13
Cancel Plus	Falcon Needle, Falcon Needle +1
Cancel Plus 2	Death Slinger, Death Slinger (+1a, +18)
Limiter	Misericorde
High Tension	Strike Eagle, Strike Eagle (+1a, +1β)
Hyper Appeal	Learned upon joining at Chart No. 110
Increased Agility	Gale Spreader
Gale	Gale Spreader
Vitality	Learned from the start
Vitality 2	Two-Form Cestus
Vitality 3	Falcon Needle (+1, +2a)
|spirits	Variable Edge +1β
| Spirits 2	Two-Form Cestus +1β
[Spirits 3	Falcon Needle (+1, +2β)
Spell Lucky	Divine Cannon
HP Recover	Falcon Needle +2a
|TP Recover	Falcon Needle +2β
Life Reverse	Celestial Star
Life Rebirth 2	Celestial Star +1
Healing Arrow	Dagshiank Claw
[Healing Arrow 2	Dagshiank Claw
|Ruthless Soul	Falcon Needle
Effective	|Strike Eagle+1β
Recall	Celestial Star, Celestial Star +1
Chivalry	Snipe Syphos
Hunter 2	Strike Eagle
[Limit Bonus	Elven Bow
Limit Bonus 2	|Crusader 13, Divine Cannon
Appeal	Variable Edge +1α
Appeal 2	Variable Edge +1β
Appeal Limits	Sword Breaker
Appeal Limits 2	Sword Breaker
Appeal Target	Sword Breaker
Life Heal	Blood Trigger +1a
Mental Heal	Blood Trigger +1β
Life Up	|Death Slinger +1a
Mental Up	Death Slinger +1B
Happiness Ring	Mangoshu
Happiness Sing 2	Mangoshu
Happiness Sing 3	Mangoshu
Technical Half	|Jitte
Vacanza	Pachinko (※)
Image Training	Smash Bow, Smash Bow (+1a, +1β)
Cooking Plus	Slingshot
Standalone	Learned in the subevent "The Endless Slash" (→P351)
1 Scatt	Splash Bow
Water	Splash Bow

※……Can also be learned in the subevent "A Man in Good Form (2)" (→P310)

Raven's Arts & Artes

Shigure
Special Skill: Shigure

Effect Power 260 / 1 hit

Acquisition Requirement: Learned from the start

TP Cost Spell FormuElement Shoots an arrow of light. If used 200 times or more, press a button after firing

Continuing to 8 fires a second shot. In addition, it causes a guard break against distant enemies.

Skill 変化 Shigure oto
Sound of a passing shower

1 Effect Power 280 / 1 hit

Acquisition requirements When you equip the skill "Gouretsu" and use "Shigure" Activation. Learned after 100 uses

TP Cost Art Technique Attribute Cause a Guard Break with this skill, or attack an enemy during a Guard Break

After landing 8 hits, when Raven performs an appeal the arrow explodes.

koi hana
Special Skill: Koi no Hana (Love Flower)

Effect Power 200 / 1 hit

Acquisition Requirement: Learned from the start

TP Cost Spell FormuElement Shoots an arrow that pierces the heart. If the arrow hits from the front or side, there is a 50% ch

12 —

there is a 100% chance (※1).

Gura
Skill: Doragonari (Mole Skill)

[Effect Power 280 / 1 hit

Acquisition Requirement: Learned from the start

TP Cost Art: Attribute Shoots an arrow into the ground to create an art at that spot; when an enem

11 AJL y steps on it, it explodes and deals damage. If used 200 times or more, the explosion radius doubl

Hotaru
Skill: Nari Change

Effect Power 340 / 1 hit

Acquisition requirements When the "Agility" skill is set and "Doragon ari" is used, it activates. Learned after 100 uses.

TP Cost Spell FormuElement Creates a magical sigil in the air that explodes when an enemy touches it. After 100 uses it beco

16 , and after exceeding 200 uses pressing a button triggers "Mogura-nari" (※2).

ten hirame
Skill: Flash of Heaven

| Effect power 180 / 1 hit

Acquisition requirement: Learned at Lv.25

TP Cost: Technique Attribute: Fires an arrow into the sky that strikes enemies after a delay. Usable count exceeds 200 times

15" — by varying how long the button is held, you can adjust the time before the arrow falls.

スキル Change souten hirame
Aoki

[Effect Power 220 / 1 hit

Acquisition requirements Set the skill "Gale" and use "Heavenly Flash" to activate. Learned after 100 uses.

TP Cost Art Spell Attribute: Shoots an arrow high into the sky and, after a considerable delay, hits the tar

get. Compared to the flash "Ten 18-" (Heaven 18-), the time from firing to impact is about twice as long.

mawa scenery
Special Skill: Spinning Scenery

[Effect Power 310/1 Hit

Acquisition Requirement Learned at Lv.30

TP Cost Art Technique Attribute Swing the short blade and sword horizontally to slash so the enemy spins. If the number of uses

13 — exceeds 200, holding the button will trigger an additional attack.

mawa mawa scenery
Skills spin, spin scenery

[Effect Power 310 / 3 hits

Acquisition requirements Equipping the skill "Multi-Hit" and using "Spinning Scenery" will activate it. Learned after 100 uses.

TP Cost Spell Style Attribute Repeatedly slashes with a wakizashi and a sword, spinning the enemy like a top. Number of uses

From 15", there is a certain probability that the final strike will cause a Guard Break effect (*3).

ai kaishin
Special Skill: Love's Rapid Needle

| Effect | Restores 30% of HP

Learned at Lv. 31

TP Cost Technique Type Attribute Fires arrows at allies that restore HP when they hit. The number of arrows and

the amount each arrow heals change depending on the number of uses (※4), and who they hit is determined by a special rule (※

※1 ...... If struck from behind, or if the number of uses exceeds 200, the effect duration is extended.

※2 After activating the skill with the button, continue holding the button. Can be activated in midair.

※3‥‥‥ When used 30 times or more: 2.1%; 80 times or more: 4.2%; 150 times or more: 8.3%; 400 times or more: 33.3%

※4‥‥‥ If used less than 100 times, one unit restores 30% of the maximum; if 100 times or more, two units restore 18% of the maximum; if 200 times or more, thre

※5‥‥ Females > Lapido > Males in priority order. If all females have full HP, the arrow goes to Rabid; if Lapido has full HP, the arrow goes to males

kuro tsuiseki

Skill: Black Tracking

| Effect Power 220 / 1 hit

Learning requirement: Learned at Lv. 33

TP Cost / Spell Attribute: Jumps high and fires a slow arrow that chases the enemy. Depending on the number of uses, the ar

Spell Attribute: Jumps high and fires a slow arrow that chases the enemy. Depending on the number of uses, the a

~~The number and speed of arrows increase by 16 (※*6), and it becomes possible to activate in midair after 100 uses.~~

Change: Elemental Master

[Effect Power 280 / 6 hits

Acquisition Requirements Equip the title "Ace Hitman" and use "Black Track" to activate. Learned after 50 uses

TP Cost Arts

30

Attribute Fires six arrows in rapid succession, each with a different attribute. If all hit, damage of all attributes is dealt. ~~Becomes usable in midair once the number of uses reaches 100 or more.~~

Shion

Skill: Shion's Snake

Effect Power 390 / 1 hit

Learning requirement: Learned at Lv. 36

TP Cost / Art Type Attribute Shoots arrows that travel slowly while flying at low altitude, knocking enemies down on hit.

If there is a distance of 12-\" between you and the enemy, ~~you can catch up to the arrows, allowing for an immediate follow-up attac~~

Shion Itachi

Special Transformation: Shion's

1 Effect Power 390 / 1 hit

Work Attendance Conditions Set the skill "Style Change 2" and use "Shion's Snake"

TP Cost Formula

Attribute With the above skill set, activate "Shion's Snake" while attached to the enemy; the move changes to "12" Approach the enemy ~~(*7) and slash at their feet with a short blade and a sword.~~

Secret Technique: As If Dancing

[Effect: Power 380 / 4 hits]

Acquisition Requirement: Learned at Lv. 23

TP Cost: Technique Attribute: Jump toward the enemy while spinning, slashing repeatedly with weapons in both hands.

24-" Usable 200 times; ~~forcibly wakes up enemies who are down.~~

Mido Setsuna

Secret Technique: Setsuna

Effect: [Power 310 / 4 hits]

Acquisition condition: Learned at Lv. 27

TP Cost Spell Formula Attribute Fires multiple arrows around you, knocking down enemies hit. When surrounded by enemies

18 [▼]\" Use in [situation]. After more than 200 uses, ~~the attack's activation becomes faster.~~

Skill kurenai rasen

Bunka Kurenai no Rasen

[Effect Power 320 / 6 hits

Acquisition condition Set the skill \"Guren\" and use \"Aoi no Setsuna\" to activate. Learned after 100 uses

TP Cost Spell Formula Element Launches fireballs in all directions, attacking the surroundings simultaneously. Compared to \"Aoi no Setsu

18 The strike range is narrow, ~~but since the fireballs spiral outward, it's easier to hit.~~

Secret Art: Tenrui (Heavenly Tears)

Effect Power 380 / 2 hits

Acquisition condition: Learned at Lv. 34

TP Cost / Art Type Attribute Slash with the short sword to launch the enemy into the air, then fire an arrow at the airborne enemy. If the

the next attack will not occur, so be sure to get ~~close to the enemy before using it.~~

Skill: Tenrui no Ame (Heavenly Tears Rain)

[Effect [Power 400, 4 hits]

n'geki" (C Equipping the skills "Hayate" (Gale) and "Ren'geki" (Chain Strike) and then using "Tenrui" will trigger this. Learned after 100 use

TP Cost / Art Type

20

Attribute: Pursues enemies launched into the air by an upward short-sword slash. When the number of uses is

repeatedly pressing the button ~~increases the number of hits. Can increase up to 10 hits.~~

Skill: Tenrui no Yuki (Heavenly Tears Snow)

Change

Effect: [Power 400, 2 hits] Learning condition: Equipping the skills "Shunbin" (Agility) and "Gōretsu" (Fierce) and then using "Tenrui" will trigger this. Learned

TP Cost Formula

20

Attribute: The first short-sword strike launches the enemy, then an aerial bow hit is delivered to knock them down. ~~Because it can cause the enemy to fall, you will not be counterattacked after landin~~

※6‥‥‥ When used 100 times or more: 2 shots / speed 1.2×; 200 times or more: 3 shots / speed 1.5×; 300 times or more: 4 shots / speed 1.8×

※7‥‥‥ When used 200 times or more, you can skip the approach by releasing the button immediately

Yugi Like Scattering

[Effect Power 390/2 hits

Learning condition: learned at Lv.39]

TP Cost 28 | Art Technique Attribute ▽ | —

Leap high and shoot an arrow. When the arrow hits an enemy or sticks into the ground, it genera wave. Becomes usable in mid-air after 100 or more uses.

Skill: Also, Like Scattering

| Effect Power 410/2 hits

Acquisition requirements When the skills "Gouretsu" and "Resshin" are set and "Like Scattering" is used, it activates. Learned at count 100

Consumes TP Technique Attribute: While jumping backward, fires arrows and raises rocks with a shockwave to attack enemies.

30 | ▽ | - After 100 uses, it can be executed in midair; after 200 uses, the attack range expands.

Special Change: Becomes flying-like

| Effect Power 390 / 2 hits

ondition: Set the skill "Style Change 2" Activation c Use "Scatter-like"

TP Cost Technique Type Attribute 28 | ▽ | —

If the above skill is set and you use "Scatter-like" near an enemy, the move changes. You kick the enemy upward while jumping backward, then follow up from the air with a spinni

Ultimate Art: Lament of Heaven

[Effect] [Power 400 / Area attack

Acquisition Requirement: Learned at Lv. 43

Consumes TP Technique Attribute 23 | ▽ | —

Multiple arrows simultaneously fired into the sky rain down over a wide area to assault enemie Unlike the special move "Heaven's Flash," the arrows fall immediately.

Secret Art: Shooting Star

[Effect Power 160 / Multiple hits

Acquisition requirement Learned at Lv.47

TP Cost | Spell Formula Element

Shoots arrows that gradually accelerate. The arrows fly long distances and gain increasing power as they accelerate; when fired near an enemy, they travel while hitting multiple times.

スキル Transformation A world that expands

[Effect Power 360 / 1 hit

Acquisition requirements Equip the "Spread" skill and use "Shooting Star" and activates. Learned after 100 uses

TP Cost | Art Technique Attribute

When the fired arrow hits an enemy, it splits into five arrows and scatters outward. Weight [18] Lighter bows spread their shots more widely than heavier bows, increasing the chance of hitting enemies positioned behind.

Secret Art: Sin and Punishment Sin

[Effect Power 240/5-hit

Acquisition Condition Learned at Lv. 52

TP Cost / Skill Type / Attribute: Rapidly fires multiple arrows at the targeted enemy. Uses the equipped bow

26- The number of arrows fired changes depending on it: a heavy bow shoots 5 arrows, while a light

Special Variation: Sin and Punishment

1 Effect Power 240 / 2 hits

Activation Conditions Set the skill "Style Change 2" and use "Sin and Punishment: Sin"

TP Cost Technique Type Attribute 26 | ▷ |

With the above skill set, using "Sin and Punishment: Sin" near an enemy changes the technique. - If the initial upward slash connects, the power of the second hit and the enemy's stagger duration increase

奥義 Wind Riding

| Effect | Power 490 / 4 hits

Learned at Lv. 58

TP Cost 23 | Spell Formula Element ▷ |

Shoots an arrow imbued with wind attribute, targeting a single enemy. The arrow pierces enemies; when fired at close range it counts as 2 hits. Use this to strike enemies li

Special Variation: Fury of the Wind

1 Effect Power 490 / 1 hit

Activation condition | Set the skill "Style Change 2" Use "Wind Ride"

TP Cost 23 | Technique Type Attribute When the above skill is set and "Wind Ride" is activated near an enemy, you slash enemies

Has a guard break effect and will hit even while enemies are down.

下級魔術 Wind Cutter

Effect Power 300 / 1 hit

Acquisition requirement Learned at Lv. 8

TP Cost Technique Type Attribute Cuts enemies with a wind blade; a wind-attribute attack technique. The target is a single enemy, but it may also hit nearby enemies. If the weather is "sandstorm," power increases by 20%

10

エアスラスト
929
969
770

Skill Change: Air Thrust

Effect Power 440, 4 hits

Acquisition requirements Set the skill "Retsushin" and use "Wind Cutter" to trigger. Learned after 50 uses

TP Cost Art Technique Attribute Multiple air blades appear and slash enemies consecutively. Because the blades pierce through, surrounding enemies can also be caught. Power +20% when the weather is "sandst

28

中級魔術 Medium Arrivederci

Effect Power 400 / 3 hits

Acquisition requirements Learned in the sub-event "Lucky Guy (1)" (→P309)

TP Cost Spell Type Attribute Creates a powerful whirlwind at the enemy's feet, blowing them up high while dealing damage Intermediate magic that raises them 22A#\" higher. When the weather is "sandstorm," power increases by 20%.

Skill 変化 Inverno

1 Effect Power 500 / 3 hits

Learning condition Set the skill "Suijin" and use "Arriverderci" to trigger. Learned after 50 uses

TP Cost Spell Type Attribute Gathers cold air to trap enemies inside a gigantic icicle, then crushes the icicle to deal damage Has a wide attack range, and its power increases by 20% when the weather is "Snow." Gives "A".

34

Advanced Magic Havoc Gale

Effect Power 600 / 6 hits

Learned at Lv.56

TP Cost Spell Type Attribute Creates a tornado over a wide area to sweep up enemies, and finally crushes them with atmospheric pressure 40A" A wind-attribute advanced spell. Its power increases by 20% when the weather is "Sandstorm."

Skill Change Tempest

Effect Power 640 / 12 hits

Learning Requirements Set the skills "Guren" and "Gōretsu" and use "Havoc Gale" to activate. Learned after 50 uses.

TP Cost: Technique Element Creates a large tornado to gather enemies to the center, deals damage with gale and lightning る。 An element is added; if the weather is "Rain" or "Sandstorm", power +20%.

52

Kuanjirosu

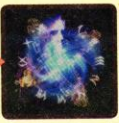
上級魔術 Vanjilost

[Effect Inflicts Charm on all enemies

Acquisition condition Sub-event "The Knight Order's Strongest Secret Technique" Learned at (→P333)

TP Cost Spell Type / Element: Illuminates the entire battlefield with an intense flash and will always inflict Charm on all enemies. Because it consumes a large amount of TP, use it in battles with many enemies.

60 — —



Skill 変化 Stop Flow

Effect: "Stops enemy movement"

acquire Set the skills "Guren", "Resshin", "Shippū", and "Suijin" to Activated using "Vanjī Lost". Learned after 50 uses

TP Cost Spell Type / Attribute: Completely stops all enemies' movements for approximately 5 seconds. How many times it can be used in a Be careful: if you use this technique 100 times or more, a long post-activation stiffening (recovery) period will occur (see note 1).

※1... If the technique's usage count is under 50, a long stiffening occurs after the 4th activation; at 50–199 uses, after the 5th activation; at 200–499 uses, after the 7th activation; at 500–999 uses, after the 10th activation; and at 1000 uses or more, after the 13th activation. Thereafter, the grace activation count increases by one for e

Raven's Arts & Artes

Burst Arts
Fungeki
Rage's Rampage

Effect: Power 800 / 13 hits
Acquisition Requirement: Learn Burst Arts at Lv. 23 or higher

TP Cost	Spell Type / Attribute:	
0	—	—

A bosst-art that fires four consecutive arrows forward and then delivers a final full-powered strike. Reduces the green FS gauge, but the spell effect does not occur.

Shuuka Ran
Hasu 驟 no Ran
Arts

Effect | Power 820 / 15 hits
Activation Condition | Set the skills "Guren" and "Rengeki", then use "Fungeki no Ran"

TP Cost	Art Technique	Attribute

The final strike of "Fungeki no Ran" transforms into a flaming arrow. It is fired diagonally upward,

LOLA The range is not very long, so if the enemy is too close or too far it won't hit.

Kongou Ran
Asu Kongou no Ran
Arts

[Effect | Power 820 / 13 hits
Activation Conditions | Set the skills "Resshin" and "Gouretsu", then use "Fungeki no Ran"

TP Cost	Art Technique	Attribute
0	▼	▲

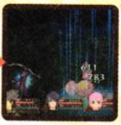
After four rapid shots, it releases a powerful blow that flies while shaking the earth. Only the final arrow pierces enemies, and the recoil from firing causes Raven to be pushed

Burst アーツ
jinbu ran
Divine Wind Rampage

[Effect | Power 820 / 14 hits
Activation Conditions | Use the skill "S 、 Set "Agility" and "Rage" hippu (Gale) no Ran"

TP Cost	Spell Formula	Element
0	▶	

After consecutively firing four arrows, two shockwaves are released to blow enemies away. Because of that, the number of hits is high and it greatly reduces the target's



Burst アーツ
しゅう う
驟
Ame no Ran (Rain Riot)

[Effect | Power 820 / 17 hits
Activation Conditions | Set the skills "Suijin (Water Dust)" and "Kakusan (Spread)" and use "Fungoku no Ran" (Riot of Fury)

TP Cost	Art Type	Element
0	▼	💧

The final shot is fired into the sky, causing countless arrows to fall like rain over the enemies' heads. The attack has a wide range and also damages enemies near the targ

Secret Art: Blast Heart

| Effect Power 960 / 14 hits | Attribute | —

Activation Conditions: Set the skill "Special" and while OVL Level button is 3 or higher, hold the button during an art of Grade ● or higher ●

Releases an immense energy from the left chest, blasting nearby enemies away. There is a recovery freeze after activation, so have allies provide cover.

Secret Art: Crisis Rain

| Effect | Power 1500 / 6 hits | Attribute Us | —

● ⊗ | e counts of "Shion's Serpent", "Sin and Punishment", "Roar of the Wind", and "Scattering" have reached 100 or more; set the skill buttons "Style Change", "Style Change 2", and "Special". While at OVL Level 4, hold the button ●⊗ during an art/technique of Grade or higher

Slash the target to draw a magic circle, then jump high into the sky. While descending, fire arrows of light to attack a wide area.

Raven — Magic Chant Voice

Here we introduce Raven's chanting voice lines. Even if it's not Rita, they are a bit silly lines that make you want to comment.

Wind Cutter	Wind, rise; blow swiftly and cut swiftly.
Air Thrust	鋭さ The wind is the wandering man's friend.
Arrivederci	My heart is always pink—taste my love... I'll blow you away!
Vanjilost	Flower of light, bloom and open—dazzle!
Havoc Gale	Be furious, roar! General of the Spiral

Inverno	Click-clack, smooth and slick, crack-pop—Boom!
Stop Flow	Time, stop! The bill will be on your way out!
Tempest	Disaster alert: Severe weather in your area!
"Chant Sho	Boom!/Attack! Take this!/It's a present !

Judith

J u d i t h

Type	Offense/Support

Parameters	HP	TP	Physical Attack	Physical Defense	Magic Attack	Magic Defense
Growth rate	B	C	B	B	B	S

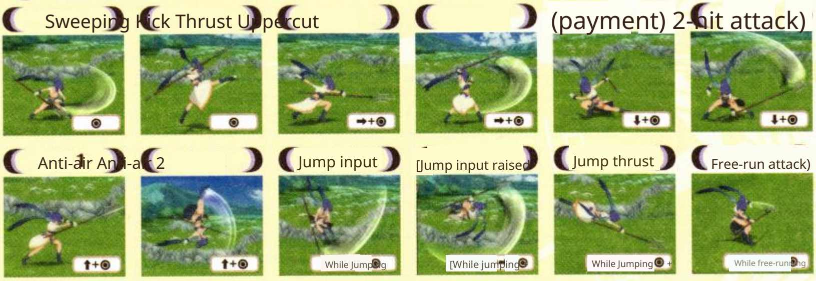
Weapons	
Main	Spear, Staff
Sub	Boots

Armor	
Head	Circlet, Ribbon
Body	Coat

Bring the specialty to aerial combat

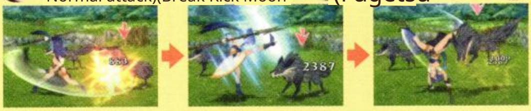
Judith, who has strong jumping ability and learns many attack techniques that can be activated in the air, is a character who truly shines in aerial combat. The basics of aerial combos are to hit the attack ⬆+◉ button repeatedly to launch enemies high, then connect to techniques and Mystic Artes that can be executed in midair. Furthermore, by using skills such as "Aerial Arts" and "Cancel Plus," you can perform consecutive attacks while remaining in the air for a long time. Although aerial combos require advanced input skill, they have the advantage of being less likely to be interrupted by other enemies during attacks. Through repeated practical combat to increase the usage count of attack techniques, get used to fighting in the air. Judith has low magic defense, so be sure to evade magical attacks with Free Run. In addition, all of Judith's attack techniques deal 20% increased damage to scale-type enemies.

Judith's Normal Attacks


Sweeping Kick Thrust Uppercut
(payment) 2-hit attack)
◉
◉
➡+◉
➡+◉
⬇+◉
⬇+◉
Anti-air Anti-air 2
Jump input
[Jump input raised
Jump thrust
Free-run attack)
⬆+◉
⬆+◉
While Jumping◉
[While jumping◉
While Jumping◉ +
While free-running

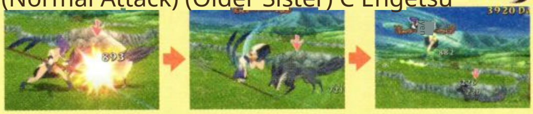
Example of Judith's combo

Normal attack)(Break Kick Moon (Fūgetsu



A simple combo that doesn't require launching the enemy. “Break Kick Moon” also hits downed enemies, so three consecutive normal attacks with ↓ + are fine.

(Normal Attack) (Older Sister) C Engetsu



After normal attacks ⬆+◉ land two hits, and when the enemy is launched, connect into skills and artes. For “Kisaragi” you don't need to change the move with .

Judith's Skills

Skill Name	Weapons that can learn it
| Strength	Learned from the start
Strength 2	War Harpoon +1a
Strength 3	Longinus
Magical	Kai
Magical2	War Harpoon +1β
Magical3	Caduceus
Consume Attack	Kai
Attack Feint	Trident
Aerial Force	Trident
In Elemental	Hades
Aerial Arts	Boots
Aerial Arts 2	Executioner, Ahriman, Shiva
Aerial Arts 3	Naginata, Zanbatou, Engetsu-tou
Aerial Finish	Dragon Skin
High Combo	Gungnir +1
+1 Combo	Death Scythe Dark Crystal, Dragon Tooth
[Hyper Aerial	Learned upon joining at Chart No.95
Hyper Aerial 2	Dragon Spear Dragness
Cross Counter	War Harpoon
Bane Reflect	Gae Bolg +1a
Fatal Bonus	Serpent Staff
Fatal Bonus 2	Shakujō
Fatal Exceed	Acquired already at Chart No.95
Burst Force	Halberd
Burst Keep	Prison Sand Spear Zariche
Special	Hades
HP Condition S	| Caduceus +1
HP Condition S2	| Gungnir +1
Half Damage	War Bike +1
Quarter Damage	War Bike +1
1 Damage	War Pike +1
Combo Attack	[Ahriman
Crimson Lotus	[Ahriman
“Defend	Learned from the start
Defend 2	Naginata
Defend 3	Hanuman Shaft +2a
Resist	Halberd
Resist 2	Naginata
Resist 3	Hanuman Shaft +2B
| Critical Guard	Learned from the start
| Magic Guard	Learned from the start
Aerial Guard	Dragoon Greaves
| Aerial Magic Guard	Dragoon Greaves
"Wergard	Learned from the start
Magic Well Guard	| Tribal Guard
Guard Reflect	Gae Bolg +1B
Gadial Arts	| Tribal Guard
Passive Safe	War Bike
| Un-elemental	Hades
Status Guard	Dark Crystal
Condition Guard	|Death Scythe
Immunity	Unicorn Horn +1β
Enduro	Unicorn Horn
[Invalid Attack	Forti Staff +1α
|Invalid Magic	Forti Staff +1β
Step Away	Dragoon's Greaves
Burst Guard	Learned upon joining Chart No.95
Recovering Guard	Executioner
[Aerial Armor	Brionac
Escape Jump	Gae Bolg, Gae Bolg (+1a, +1β)
TP Condition S	War Staff
TP Condition S2	Full Metal Staff
TP Condition M	War Staff
|TP Condition M2	Full Metal Staff
|Spear Defense	Halberd
[Rod Defense	Kai
[OVL Concentrate	Learned upon joining at Chart No. 95
Ferocity	Engetsu-tō
[Retsushin	Zanbatō

Skill Name	Weapons that can learn it
Evasion	Learned from the start
Evasion 2	Executioner
Evasion 3	Gungnir
Item Throw	Tribal Guard, Servant Staff, Shakujō
Good Job	Dynamis
Backstep	War Bike
Recovering	[Boots
Recovery Arts	|Houten Geki
Aerial Jump	Trident
Aerial Jump 2	Caduceus, Caduceus +1
Jump Cancel	Zanbato, Engetsu
Aerial OVL	Unicorn Horn, Unicorn Horn (+1a, + 1β)
Aerial Back	Hanuman Shaft, Hanuman Shaft +1
Aerial Dash	Hanuman Shaft (+1, +2a, +2β)
Touchdown	Forty Staff, Forty Staff (+1α, +18)
Landing	Gungnir, Gungnir +1
Efficient	Hanuman Shaft
Aerial Combo Plus	War Harpoon, War Harpoon (+1a, +1β)
Aerial Combo Plus 2	Longinus
Aerial Combo Plus 3	Pryunac
Cancel Plus	Death Scythe Dark Crystal, Dragon Tooth
Cancel Plus 2	Dynamis, Dynamis (+1α, +1β)
Aerial Canceller	Dynamis (+1a, +1β)
Aerial High Canceller	Longinus
Aerial Hyper Canceller	Dragon Spear Dragness
Limiter	Dragon Tooth
Hui Junmin	Shakujo (Shakujō)
Old Gale	Servant Staff
| Vitality	Learned from the start
Vitality 2	Houten Geki
Vitality 3	Forti Staff +1a
Spirits	War Staff, Fullmetal Staff
Spirits 2	|Houten Geki
Spirits 3	Forti Staff +1β
| Aerial Voltage	Dragon Skin
HP Recovery	War Harpoon +1α
TP Recover	War Harpoon +1β
Life Rebirth	Unicorn Horn +1a
Life Rebirth 2	Unicorn Horn +1B
Loose-less Soul	War Harpoon
Effective	Unicorn Horn +1a
Recall	Caduceus +1
[Rod Economy	Forti Staff
| Lucky Spear	Gae Bolg
[Limit Bonus	Gae Bolg +1a
Limit Bonus 2	|Gae Bolg +1B
Limits Plus	Gokusa Gun Zariche
[Appeal	Boots
[Appeal 2	Sandals
Appeal Limits	Sandals
| Appeal Limits 2	Sandals
Temptation	Deck Brush
Life Heal	Dynamis +1a
Mental Heal	Dynamis +1β
Life Up	Hanuman Shaft +2a
Mental Up	Hanuman Shaft +2B
Happiness Ring	Crystal Heal
Happiness Sing 2	Crystal Heal
Happiness Sing 3	Crystal Heal
Image Training	|War Pike
Standalone	Learned in the subevent "The Endless Slash" (351)
Spread	Shiva
Fisheries	Shiva

Judith's Arts & Techniques

tenketsusen

Special Skill: Tengetsu

Effect Power 230 / 2 hits

Acquisition Condition Learned from the start

TP Cost Spell Type Attribute: Rushes into the enemy's bosom and kicks them high. Usable over 200 times

6 [LAJL-」 By holding the button, you can launch them even higher.

tsuga

Special Move: Crescent Fang

[Effect Power 290 / 1 hit

Acquisition Requirement: Learned from the start

TP Cost Art Technique Attribute Jump and stomp on enemies. Also hits downed enemies. Number of uses

When the number of uses reaches 8, there is a certain probability of causing a Guard Break (※1).

tsuga Taka

Skill Change **Moon · Hawk**

| Effect Power 310 / 2 hits

Acquisition requirements When the skill "Resshin" is set, using "Crescent Fang" will trigger it. Learned after 100 uses.

TP Cost	Spell Formula	Element
11	▲	—

Leap high and fall vertically, generating a shockwave around upon landing. After exceeding 200 uses, it can be linked to other techniques at any time.

Houshuugetsu

Special Skill: Crashing Kick Moon

[Effect Power 300 / 2 hits

Acquisition Requirement: Learned from the start

TP Cost Technique / Attribute: After a roundhouse kick, bring the leg down to add one more strike. When activated in the air,

QUE-」 Can knock enemies down. After 200 uses, the maximum number of hits becomes 3.

Getsueijin

Special Skill: Moonshadow Blade

[Effect: Power 320 / 1 hit

Acquisition Requirement: Learned from the start

TP Cost: Technique		Element
3	▶	—

Quickly close the distance and thrust. When the number of uses reaches 200, the weapon is a spear and activated on the ground only, holding the button will trigger an additional attack.

Satsueiseijin

Skill 変化 **Moonshadow Pierce**

Effect | Power 600 1 hit

Acquisition requirements Set the skill "Gouretsu" and use "Tsukikagejin" to activate it. Learned after 100 uses.

TP Cost	Spell Formula	Element
27	▶	▲

Charge power on the spot and unleash a long-reaching thrust that knocks forward enemies away, knocking them down. After over 200 uses, the technique's activation speed increases.

Kogetsusen

Special Technique: Ko Getsu Sen (Lone Moon Flash)

1 Effect | Power 340 / 2 Hits

Acquisition requirement: Learned at Lv. 26

TP Cost	Spell Formula	Element
12	▶	—

Raise the weapon and slash back. After 100 uses, it will hit downed enemies and cause a guard break (※2). When equipped with a spear, the second strike will move to the opposite side.

Suigetsujin

Skill: Setsugetsu (Blow Moon) Change

Effect TP 20% restored

Acquisition condition Set the skill "Water Dust" and use "Fox Moon Flash" and activates. Learned after 100 uses

TP Cost	Art Technique Attribute	
10	—	

Spin the weapon to draw a moon and recover your own TP. Hold the button down - holding it increases the amount recovered (*3), but be careful as you are defenseless during that time.

Special Skill Kisaragi

| Effect Power 330 / 6 hits

Learning Condition Learned at Lv. 29

TP Cost	Technique Type	Attribute
17	▼	—

Rising with the enemy using a spinning slash. If used in the air after 200 or more uses, holding the button changes the final strike into an upward kick.

*1... 6.3% at 100 or more uses, 12.5% at 200 or more uses, 25% at 400 or more uses

*2... 3.1% at 100 or more uses, 6.3% at 200 or more uses, 12.5% at 300 uses, 25% at 400 or more uses

*3...... Recovers up to 2.4% in 1–2 seconds, up to 5% in 2–3 seconds, up to 10% in 3–4 seconds, and up to 20% in 4 seconds or more

Engetsu

Skill: Hien Gekka

[Effect Power 360 / 1 hit

Acquisition conditions

Sub-event "Blending into the Darkness" (→P313)

"Learn

TP cost Technique Attribute Swing the weapon up forcefully to launch the enemy into the air. Can forcibly

[29][A-」 wake enemies during a downed state, and if equipped with a staff, you can launch them higher.

hienrengekka

Skill: Hien Rengekka

Change

Effect | Power 370 / 3 hits

Acquisition requirements

Equipping the "Combo" skill triggers when using "Hien Gekka"

Learned after 100 uses.

TP Cost Technique Type Attribute: Launches the enemy into the air and adds aerial follow-up attacks. Can also launch enemies wh

Also, after 200 uses, allows chaining into other techniques from the 2nd hit onward.

sangetsu

Special Move: Zangetsu

[Effect Power 340 / 2 hits]

Learning requirement Learned at Lv. 35

TP Cost Technique Type Attribute: From a jump, dive down and attack with a knee strike. The second hit launches the enemy hig

Hits enemies who are down after 200 or more uses.

sangetsu hayabusa

Skill Moon・隼

Desiccation

Effect Power 370 / 2 hits

Acquisition requirements

If you have the "Agility" skill equipped and use "Zangetsu", it a

Learned after 100 uses.

TP Cost	Art	Element
16	V	

From a jump, perform a knee strike and sweep fallen enemies. Attack from a slight distance and land the first hit. Can be used midair after 100 uses.

sengetsujin

Special Technique 刃 engetsu

[Effect Power 260 / 1 hit

Learned at Lv. 37

TP Cost	Spell Formula	Element

Rotate once to sweep in all directions and knock enemies down. 100 uses

Can be activated in mid-air with [12]-". Damage increases by 20% when the weather is "sandstorm".

Shingetsu Reppa

Special Move: Shingetsu Reppa

| Effect Power 350 / 1 hit

Acquisition condition: Learned at Lv. 41

TP Cost: Technique		Element
14	▶	—

Stabs the enemy with the weapon's hilt (※1). When used in mid-air it becomes a knee strike; if use

times or more an additional attack can be performed with a button. Pressing ↓ additionally perf

Buraji

Reppa

Special Variant: Brush Reppa

[Effect: Power 350 / 2 hits

Activation conditions: Equip the weapon "Deck Brush" and th

and have used "Shingetsu Reppa" 300 times or more.

TP Cost / Style / Attribute: When the above conditions are met and "Shingetsu Reppa" is activated, the technique changes.

14-": Approaches enemies and performs a brushing attack, dealing damage to enemies in front and behind.

Mind of Fu

Special Variation Mind of Brush

Effect Power 4 (per hit)/30 hits

Activation Conditions

| Weapon "Deck Brush" and title "Glamorous Maid"

Equip and have used "Shingetsu Reppa" 300 times or more

TP Cost	Spell Attribute	
—	[D]	—

"Brush Reppa" Hold the button during the technique to trigger additional attacks.

While holding the button you perform brushing attacks, striking enemies in front of you.

Rangetsu

Skill Arashi Getsu

Effect | Power 360/5 hits

Acquisition requirement Learned at Lv.47

TP Cost	Spell Formula	Element
16	A	

Swings the weapon with a large motion, creating a whirlwind in front of you that slices enemies. Can hit downed enemies; after 200 uses or more, the recovery time after the at

Skill

Rangetsu Tsubame

嵐 Moon · Swallow

[Effect Power 380 8 hits

Acquisition requirements

If you set the skill "Hurricane" and use "Moon"

it activates. Learned after 100 uses

TP Cost	Spell Formula	Element
19	▶	

After 月Storm", it launches a whirlwind forward. When the number of uses exceeds 200 you can change the whirlwind's flight direction with the button and left stick (※2).

※1.....When equipped with a staff, enemies are knocked back farther

※2⋯⋯Hold the button to launch it diagonally upward, and hold ↓+button to make it fly parallel to the ground

sengestu

Special Skill Moon

[Effect Power 350 / 4 hits

Acquisition requirement: Learned at Lv. 54

TP Cost

Arts attribute Thrust the weapon upward, attacking enemies while leaping high. After 200 uses

15A-」 allows you to chain into a move that can be activated ~~in midair at any time during an attack.~~

fugetsu

Secret Art: Fugetsu (Wind and Moon)

Effect: "Power 380 / 4-hit"

Acquisition Requirement: Learned at Lv. 18

TP Cost Technique Attribute Performs a handstand and spins, rising while repeatedly kicking enemies. When the number of us

22JAL-」 reaches 200, it can attack downed enemies ~~to forcibly launch them into the air.~~

奥義 Gekka Tenshōjin 月華大翔刃

| Effect | Power 360 / 3 hits

|Learned after using "Tengetsu-sen" 40 times or more at Lv. 26

As a learning condition, learned when the "Tsukikage-ken" has been used 30 tim

TP Cost Spell Formula Attribute Rush rapidly toward the enemy and deliver slashes and kicks. If you are separated from the enemy by more

20 AL-] Overdrive Break is likely to occur, and its range shortens ~~with the number of uses.~~

Title Change Bloody Rose

| Effect | Power 450 / 10 hits

Acquisition requirements

Equip the title "Wandering Money-Grubber" and use "Moonlight Heave

Soaring Blade" to trigger it. Learnable after 50 uses.

Consumes TP. Spell attribute. Rapidly unleashes weapons in succession to bewilder enemies. After 100 uses, it becomes executable in the a

38. ~~When the weather is "Rain" or "Sandstorm", its power is increased by 20%.~~

奥義 Engetsu 円 Moon

[Effect Power 390 / 2 hits

Acquisition Condition: Learned at Lv.32

TP Cost Art Technique Attribute Spins violently while swinging weapons, slashing surrounding enemies. Can only be executed in the air

23. ~~This is a skill that can be executed in the air, but after more than 100 uses it can also be executed on the ground.~~

Skill 変化 Engetsu 円 Moon • Tonbi 鳶

[Effect Power 410 3 hits

If you set the skill "Scatter" and use "Circle"

Acquisition condition: Activates. Learned after 100 uses

TP Cost Spell Formula Element After the spinning slash, lifts enemies into the air. After 100 uses it can be executed on the ground,

At 26A-200 uses the technique can be changed (*3). ~~Power +20% in "Rain" or "Sandstorm".~~

Hien Hōshūgetsu

Secret Art: Swift Swallow Moon-Crushing Kick

| Effect Power 420 / 4 hits

Learnable at Lv. 38 or above: "Houketsu Getsu" and "Hien Gekka"

Learning requirement: Use count of 50 or more

TP Cost Spell type Attribute: After launching an enemy into the air with "Hien Gekka," follow up in midair with "Houketsu Getsu."

22 ▽ — When the use count exceeds 200, the final heel drop fires a wind blade.

奥義 Pretty Moonlight

[Effect: Power 410 / 2 hits

Acquisition condition: Learned at Lv. 44

TP Cost Spell Formula Element Instantly teleport above the enemy and throw the weapon. As the use count increases, the attack becomes faster. When a staff is equipped, you can cancel in midair after throwing

24 ▽ —

Skill 変化 gekkou karasu Moonlight · Bird

Effect Power 420 / 2 hits

Acquisition requirements Skill "Guren" must be set to activate "Moonlight · Bird" when used. Learned after 100 uses

TP Cost Technique Type Attribute Leap backward and throw a spear; the explosion deals fire-element damage. Note that there is a large recovery gap after landing. After 100 uses, it can be activated in midair.

26 ▽

*3... If you hold the button after activation, the final strike will knock the enemy down.

Judith's Arts & Techniques

奥義 しょうぶそ ugetsusen 翔舞槓月閃

[Effect Power 460 / 1 hit

Acquisition condition: Learned at Lv. 51

TP Cost	Spell Formula	Element
28	▽	—

Leaping forward, swing the weapon down forcefully. It also hits downed ene mies, and its power increases as the number of uses rises (※1).

Skill 変化 Tenraisōtsu

Tianlei Spear Moon

Effect Power 460 / 4 hits

Acquisition requirements Equip the skills "Guren" and "Shippū", then use "Shōbu-sō Gessan" to activate. Learned after 100 uses.

TP Cost	Art: Attribute	
21"	▽	🔥🌿

— Flip forward, slam the weapon down to call down lightning. Number of uses is 200 times

When exceeded, the execution speed of techniques on the ground becomes faster, and when act

Raijin Getsu Eika

Secret Art: Thunder God Tsukuyomi Hana

[Effect Power 475 / 4 hits

Acquisition requirements Use of "Kisaragi" and "Tenraisengetsu" at Lv.57 or above Learned after 50 or more uses

TP Cost	Art Technique	Attribute
23	▷	🔥🌿

After "Fuugetsu" comes "Tenraisengetsu". After 150 uses it can perform an additional attack (※2), and after 280 uses it also hits downed enemies. Power +20% in "Rain" and "Sandstorm".

Yugi Geppotsu Ijin Kyaku

Moon Break: Rapid Falling Kick

Effect Power 430 / 2 hits

Acquisition condition Learned at Lv.60

TP Cost	Art Technique	Attribute
30	▷	—

After a somersault jump backward, it plunges forward and delivers a kick. I t can also damage and knock down enemies with a sliding attack after landing.

Skill 変化 Gebbashi

Moon Break: Violet Lightning Kick

Effect Power 330 / 5 hits

Acquisition condition Set the skills "Crimson Flame" and "Agility" to learn Getsuha W Activates when using "Swift Foot". Learned after 100 uses

TP Cost	Art Technique	Attribute
34	▷	🔥🌿

Basically the same as "Getsuha Fall Swift Foot": a shockwave occurs on hit. After 200 uses the shockwave becomes 3 hits. Power +20% in "Rain" or "Sandstorm".

Rakugetsu so!

Secret Art: Fall 月爪

Effect Power 480 / 1 hit

Acquisition requirements Learned from the sub-event “Combat Technique Exchange (2)” (→P340)

TP Cost	Technique	Element
29	▽	—

Swing the weapon down with all one’s might to deal massive damage to an e nemy in a single strike. If it hits a downed enemy, it will blast them far away and cause another do

Time

Special Variation “It’s Cleaning Time”

Effect Power 5 / Infinite Hits

Work Attendance Conditions Equip the weapon “Deck Brush” and the title “Glamorous Maid”

TP Cost Art Attribute When conditions are met, while attacking, ⓄⓍⓄ hold the button to perform an additional attack

UNE生. Run while brushing and deal damage to enemies in front.

奥義 gessenko

Moonlight

Effect Power 490 / 3 Hits

Acquisition condition: Learned at Lv.64

TP Cost Art Type Attribute

36AL-

From a slow movement, it unleashes a rapid series of consecutive attacks. After activation, repea button increase the number of strikes, allowing up to 8 hits.

*1...... Usage count of 200 or more increases by 15%, 300 or more increases by 20%

*2...... While ascending, rapidly pressing the button can summon up to 2 lightning strikes

Fuujin Shougekka

バースト Arts

Fūjin 衝ekka

| Effect | Power 800 / 4 hits

Acquisition Requirement: Learn Burst Arts at Lv. 18 or higher.

TP Cost	Spell Formula	Attribute
0		

Enclose a single enemy in a sphere of light, then kick it upward to make it explode. Burst Arts

All “A-” moves can be performed in midair; in that case you can adjust the dash direction (※3).

Enka

Burst ア

Sand Flame Sealing Explosion Strike

[Effect power 820 / 4 hits

Activation conditions | Set the skills “Guren” and “Rengeki,” then use “Fūjin “Shūgetsu-ka”]

TP Cost	Art Technique	Attribute
0	▶	●

Trap the enemy in a blazing sphere of flame, send it high into the air, then detonate it. The attack has the Fire attribute and is slightly more powerful than “Fūjin Shūgetsu-ka.”

Gakufū Shōjin

Burst アーツ

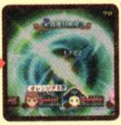
Earth Forehead Sealed Crystal Dust

[Effect Power 820 / 4 hits

Activation condition |Set the skills "Retsushin" and "Gōretsu", then use "Fūjin Shōgekkā"

TP Cost	Spell Formula	Element
0	▶	●

Encase enemies in a crystal and shatter them into pieces. The crystal is destroyed on the spot and its shards scatter, making it easy to take other enemies along with it.



fūjin fūboku satsu

バースト アーツ

Wi風 Se封Kill

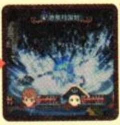
[Effect Power 820 / 8 hits

Activation Conditions Set the skills "Gale" and "Agility" and use "Sealed Dust Impact Moonflower"

TP Cost	Technique Type	Attribute
0	▲	●

Generate a whirlwind to trap enemies inside, then leap high yourself and slash repeatedly in midair.

It is characterized by having a higher hit count than other Burst Arts.



sō kagetsu haku fū

"Burst"

52 Azure Flower Moonfall Seal

1 Effect Power 820 / 5 hits

Activation Condition: Use "Moon-Collision Blossom" Set the skills "Water Dust" and "Diffusion", then use "Sealed Dust

TP Cost	Technique Type	Attribute
0	▼	●

Encases a single enemy in a sphere of water, kicks it high, and then slams it down. When the water sphe

hits the ground it bursts over a wide area, dealing damage to surrounding enemies as well.

Effect Shoushousen

Secret Art: Radiant Flower Moon Piercing Flash

| Effect Power 1000 / 16 hits Attribute | ● ●

Activation Condition: Equip the skill "Special" and, with OVL level button at 3 or higher, hold the ● button while using an art/skill of Mystic Art rank or higher. ●

Strikes all targets with a lightning bolt and follows up with an electric blade. If triggered on the ground, holding the ● button changes the attack animation.

Haouroussou

Ultimate Art: Overlord Moon-Caging Spear

Effect | Power 1680 / 16 hits Attribute | —

Activation condition: After using "Moonlight" and "Moon Flash" a total of 100 ti

Then, set the skill "Special". While at OVL Bu tton L evel 4 during Burst Arts, hold the butto n down ● ⊗ ● ⊗

In a consecutive attack, launches the target high into the air and pierces them with a gigantic spear. Also hits enemies around the target simultaneously.

※3. Press ↓ to thrust straight down, ←/→ for forward, and no input for a diagonal downward dash

Fren Seifo

F l y n n S c i f o

Type Attack+++++++++| Heal

Parameters HP TP Physical Attack Physical Defense Magical Attack Magical D
Growth rates A B A A D C B

Weapons
| Main Sword | Sub Shield

Armor
Head Helmets, Hats | Body Armor

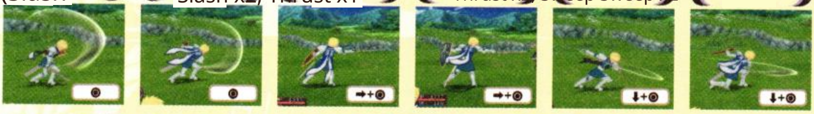
A melee fighter type that can also serve as a healer

Fleen temporarily joins the party several times and officially enrolls at No.150 (→P288). He has high HP, physical attack, and defense, learns many attack artes, and—like Yuri—has a rich set of combos from normal attacks. His basic combat style is to move forward to attack, string combos together, and steadily accumulate damage. He also learns healing artes like "First Aid," so he can support Estelle.

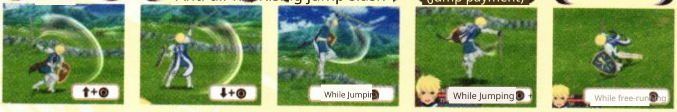
He can also act as Estelle's support. His skills strengthen combat ability in attack and defense categories, and the "Canceller" line increases his options. He has many skills related to Over Limit, so charge the gauge with "Arts Smash" or "Burst Smash" and don't hesitate to activate Over Limit. If you equip "Rival Energy" or "Rival Energy 2," you'll more easily gain their effects when controlling Yuri.

Fleen's normal attacks

(Slash 1) (Slash x2, Thrust x1) (Thrust x2 Sweep Sweep x2 ( )



(Anti-air 1) (Anti-air x2 Rising jump slash) (Jump payment) (Free Run Attack)



Fren's Combo Examples

(Normal Attack) Majin Sword) (Majin Renga Slash)

A combo that is formed using techniques learned from the start. It can greatly reduce the green FS gauge. Changing the Mystic Arte to "Claw Dragon Renga Slash" increases the hit count.

((Normal Attack) (Retsushin Tenshō) (Autumn Sand Rain))

The skill "High Canceller" is required; it reduces the blue FS gauge. Also set "Cancel Plus 2" and try to connect further into "Light Break Spiral Impact Formation."

Fren's Skills

Skill Name	Weapons that can learn it
Strength	Learned from the start
Strength 2	Spike Shield
Strength 3	[Flamverge
Magical	Estoc, Estoc +1(※1)
Magical2	Rune Blade, Spike Shield
Magical3	Rune Blade +1
Consume Attack	Estoc, Estoc +1 (1) ※
Attack Feint	Learned upon joining at Chart No.106
Rival Energy	Radiant Star
Rival Energy 2	Radiant Star
Hero	Radiant Star
Paralive Row	Learned upon joining in Chart No. 106
In Elemental	Haitsulugi (※2)
Shining	Light Emperor Sword Fierasius
Combo Plus	Learned upon joining at Chart No.106
Cross Counter	Levia
Pain Reflect	Spike Shield
Fatal Bonus	Spine Ripper Spine Ripper +1
Fatal Bonus 2	Spine Ripper +1
Fatal Exceed	Haitsulugi (※3)
Burst Force	Learned upon joining in Chart No. 126
Burst Key	Learned upon joining in Chart No. 126
Special	White Knight Sword
【Teamwork	Light Emperor Sword Fierasius
HP Condition S	Shadow Fang+1
HP Condition S2	Shadow Fang+1
Arts Smash	Moonlight Aqua
Magic Smash	Moonlight Aqua
Burst Smash	Moonlight Aqua
Half Damage	Compact Sword+1
Quarter Damage	Compact Sword+1
1 Damage	Compact Sword+1
Combo Attack	Flamme Verge
Crimson Lotus	Flamme Verge
[Defend	Learned from the start
Defend 2	Spine Ripper, Kite Shield
Defend 3	Iron Plate
Resist	Rapier
Resist 2	Rune Blade, Kite Shield
[Resist 3	Rune Blade +1, Iron Plate
"Critical Guard	Long Sword(※1)
Magic Guard	Learned from the start
Wellguard	Learned upon joining Chart No.126
Magic Well Guard	Sinclair Sabre, Kite Shield
Guard Reflect	Learned upon joining Chart No.106
[Guardial Arts	Learned upon joining Chart No.106
Guardial Arts 2	Yudex
[Passive Safe	Learned upon joining Chart No.106
Un-Elemental	Learned upon joining Chart No.150
Guarding Skill	Yudex
Status Guard	Learned upon joining in Chart No. 126
Condition Guard	Learned upon joining in Chart No. 126
Immunity	Learned upon joining in Chart No. 106
Lion Heart	Berserk Heart
[Cure Area	Learned upon joining Chart No.126
Guarding Cast	Yudex
[Enduro	Learned upon joining Chart No.126
「Invalid Attack	Battle Sword, Battle Sword +1
Invalid Magic	Battle Sword +1
Step Away	Rapier
Burst Guard	Sinclair Sabre +1 (※1)
[Recovering Guard	Sinclair Sabre +1, Heater Shield
TP Condition S	Hyperion
TP Condition S2	Hyperion
TP Condition M	Learned upon joining in Chart No. 150
TP Condition M2	Learned upon joining in Chart No. 150
OVL Concentrate	Spine Ripper+1
Hyper Guard	White Knight Shield
Hyper Magic Guard	White Knight Shield

Skill Name	Weapons that can learn it
Parry	Knight Sword · Spill
"Magic Parry	Nightsword·Spill
Devotion	Primeval Sword Nanatsusaya
Energy Coat	Learned upon joining at Chart No.150
Gouretsu (Ferocity)	Learned upon joining at Chart No.106
Resshin (Severe Tremor)	Learned upon joining at Chart No.106
Evasion	Learned upon joining at Chart No.106
Evasion 2	Ares
Evade/Ilbeijon 3	Nightsword·Real
Unfared Soul	Berserk Heart
Item Throw	Learned from the start
Good Job	Learned from the start
Backstep	Scimitar (※1)
Recovering	Learned from the start
Efficient	Nightsword·Real
Aerial Combo Plus Haitsurugi (※3)	
Cancel Plus	Sinclair Sabre, Sinclair Sabre+1 (*1)
Cancel Plus 2	Shadow Fang, Shadow Fang+1
Canceller	Sentinel, Sentinel+1 (1) ※
High Canceller	White Knight Sword
[Hyper Canceller	Berserk Heart
Limiter	Learned upon joining in Chart No. 150
OVL Boost Area	Order Shield
[S Spell Area	Master Shield
Agility	Ares
[Gale	Ares
Vitality	Battle Sword+1 (※1)
Vitality 2	Learned upon joining in Chart No.126
Vitality 3	Learned upon joining in Chart No.150
Spirits	Learned upon joining in Chart No.106
Spirits 2	Rune Blade (※2)
Spirits 3	Rune Blade +1
HP Recovery	Holy Avenger, Holy Avenger+1
TP Recover	Holy Avenger +1
Life Reverse	Learned upon joining Chart No.126
Life Reverse 2	Already learned upon joining Chart No. 126
Loose-less Soul	Already learned upon joining Chart No. 126
Effective	Estoc +1 (1) ※
Recall	Holy Avenger, Holy Avenger+1
Revival Energy HP	Prayer Sword Ragquerion
Revival Energy TP	Prayer Sword Radquerion
Limits Bonus	Sentinel +1
Limits Bonus 2	Sentinel+1
[OVL Recover	Order Shield
Natural Recover	Master Shield
HP Relax	Order Shield
OVL Relax	Learned upon joining at Chart No.106
Appeal	Knight Sword (*1)
[Appeal 2	Learned upon joining at Chart No.126
Appeal Limits	Learned upon joining at Chart No.126
Appeal Limits 2	Learned upon joining at Chart No.150
Life Heal	Learned upon joining at Chart No.126
Mental Heal	Learned upon joining at Chart No.126
Life Up	Vovbal Sword (*1)
Mental Up	Vovbal Sword +1
[Happiness Sing	Damascus Sword, Knight Shield F
Happiness Sing 2	Damascus Sword, Knight Shield F
Happiness Sing 3	Damascus Sword, Knight Shield F
Image Training	Knight Sword (*1)
TP Support	Bouquet of Roses
No Arts Plus	Progenitor Sword Nanatsusaya
Stand Alone	Learned in the subevent "The Endless Slash" (→P351)
Diffu	Vovbal Sword, Vovbal Sword +1
Wat	Vovbal Sword, Vovbal Sword +1

※1... Learned upon joining at Chart No. 106
※2... Learned upon joining at Chart No. 126
※3... Learned upon joining at Chart No. 150

Raven's Arts & Techniques

Special Technique Demon God Sword

[Effect | Power 250 / 2 hits]

Acquisition Requirement: Learned from the start

TP Cost	Spell Formul	Element
5	▶	—

Sends a ground-hugging slash forward. Hits twice if struck at close range. Each time the number of uses exceeds 100, 200, and 400, the slash's speed and size increase.

Shunjinken

Special 瞬迅 Sword

Effect Power 280 / 1 hit

Acquisition Requirement: Learned from the start

TP Cost

The technique lunges forward with great elemental force while thrusting. Because the post-attack motion is large, connect it with the technique "URE" to cancel the recovery. Hitting from a distance makes it easier to stun the opponen

こ が は さ ん

Special Move Tiger Fang Slash

Effect | Power 250 / 2 hits

Acquisition Requirement: Learned from the start

TP Cost	Art Technique	Attribute
6	▼	—

A two-stage slash that launches the enemy and then knocks them down. After 100 uses, it can be performed in midair; after 200 uses or more, holding the button produce

Skill 変化 Karen-san

Tiger Fang Rapid Slash

[Effect Power 290 / 5 hits

use "Tig Set the skills "Combo" and "Gale," then er Fang Break" to activate. Learned after 100 uses.

TP Cost | Spell Formu | Element

Slash upward to launch the enemy, then repeatedly cut them in midair. "Tiger Fang Break" — sam QUE-sama: After 100 uses midair activation becomes available; after 200 uses an additional attack becomes possible.

kōshōyoku

Special Skill 翔 ght Wing

[Effect | Power 320 / 2 hits

Acquisition Requirement: Learned from the start

TP Cost / Art Type		Element
12	▲	✱

Captures the struck enemy in a magic circle and adds a light-element follow-up attack. If the num exceeds 200, it can forcibly wake downed enemies with a magic attack.

Skill 変化 kōshōyoku

光翔 Wing ・ 散

[Effect Power 400 / 3 hits

Acquisition condition and activation: Set the skill "Spread" and use "Kōshōyoku" Learned after 100 uses

TP Cost Technique Type Slash — The number of hits of the slash increases, and the magic causes enemies to be blown away. If th

24 ” If the strike does not connect, the magic attack does not occur, same as "Kōshōyoku".

hiten shōku

Special Move: Fl 翔駆 aven

Effect Power 310 / 2 hits

Acquisition condition: Learned at Lv. 24

TP Cost	Art Technique	Attribute
12	▲	—

After jumping high diagonally backward, you dive down rapidly to thrust into the enemy. After more than 100 uses, it becomes possible to activate midair.

Skill Hououtenku

Hana Phoenix Sky Charge

| Effect | Power 460 / 3 hits

ho" is us When the skill "Guren" is set and "Hiten-s ed, it activates. Learning condition: learned after 100 uses

TP Cost | Art Technique | Attribute

The flow of the technique is the same as "Hiten Shouku", but when jumping up the explosion's blast [14] can also be launched. After more than 100 uses, midair activation becomes possible.

Ouzetsu

Special Transformation: Scarlet Phoenix Absolute Flame B

| Effect | Power 800 / 8 hits

Activation condition: When "Phoenix Sky Charge" has been used 200 times or more, OVL level is 3 or higher

TP Cost	Technique Type	Attribute
0	▶	🔥

When the above conditions are met, use "Phoenix Sky Charge" and, the moment you land, use "Phoenix Sky Charge" once more to change the technique. It cannot be trigg

Dankūken

Skill: Aerial 剣

Effect Power 300 / 2 hits

Learning Condition Learned at Lv. 29

TP Cost Spell Formula Element After striking the enemy with a shield, slash upward to launch them. If the number of uses exceeds 50 times

12AL - then, during a jump, it becomes possible to cancel into other techniques.

Jin-san

称号 Dimensional Slash

Effect | Power 460 / 6 hits

Acquisition condition | Equip the title "Heir of Gentle Swordsmanship" and use "God Sword" to activate. Learned after 50 uses

TP Cost: Technique Element Jumps high to launch the enemy into the air, then pursues with a flaming sword during the descent. The first

18 A-\" release can also hit surrounding enemies. After 100 uses, it can be performed in midair.

Chiri

Skill] Scattered Sand Rain

Effect Power 250 / 4 hits

Learning requirement: Learned at Lv. 36

TP Cost Arts Type Releases a series of rapid thrusts. Because it steps forward to attack, its reach is somewha

15" Slightly longer duration After a certain number of uses, the maximum number of hits increases (*1).

Akisasame

Skill Akisaka (Akisame) Change

1 Effect Power 300 / 7 hits

Learning Conditions" Set the skills "Agility" and "Combo" and "Scattered Sand Activates when using "Rain." Learned after 100 uses

TP Cost Art Technique Attribute Attacks with consecutive thrusts and finishes with an upward slash that laun

26 A — ches the enemy. More strikes than "Scattered Sand Rain," and can be strengthened up to 13 hits depending

Majin Ga San

Secret Technique Majin Renga Zan

Effect Power 340 / 4 hits

Acquisition Requirement: Learned from the start

TP Cost 斬 Style attribute: an ultimate technique that unleashes the "Demon God Sword" three times in succession. Only the third slash

18" and hits twice. When the number of uses exceeds 200, two additional strikes are added.

gun

Secret Technique: Crimson Lotus Sword

1 Effect Power 340 / 3 hits

Acquisition Requirement: Learned from the start

TP Cost Technique Element Leap far backward and release a fiery fighting spirit from the air onto the ground in front. As the number

18 increases, the blast radius grows, and after over 100 uses it becomes possible to activate it while airborne

kō gurenken

Skill: Crimson Lotus Sword Change

Effect Power 460 / 1 hit

Acquisition Requirements Equip the skills "Gōretsu" and "Guren," then use "Crimson Sword" to trigger it. Learned after 100 uses.

TP Cost / Art Type Element Crouch to gather strength and slam a flame-imbued sword forward. The move is slow to execute, so you'll want to use it over 100 times to be able to perform it midair.

11

奥義 Roaring Lion Battle Cry

Effect | Power 370 / 2 hits

Acquisition Condition: Learned at Lv.32

TP Cost Art Technique Attribute After launching the enemy into the air with a tackle, unleash a fighting spirit shaped like a lion and crash into

[15] While performing the initial tackle you won't flinch when attacked, but the reach is rather short.

Souryuu Renga San

Special Skill: Claw Dragon Fang Slash

| Effect | Power 370 / 5 hits

Acquisition condition: Learned at Lv. 41

TP Cost Art Attribute: With a flowing motion, swing the sword and slash the enemy four times in succession. The third strike's slash hits twice. The move activates quickly and has little recovery time after attack, making it easy to use.

Secret Technique: Light-Breaking Spiral Shock Formation

[Effect Power 400 / 6 hits

Acquisition requirements [Sub-event "Justice Without Strength Is Powerless" (→P32) Learned there]

TP CostArtElement Take a large step forward and slash the enemy, then deal additional damage with light-element magic. If the first strike does not hit, the magical attack will not trigger.

|_25_A

※1...With 200 or more uses: 5 hits; with 1,000 or more uses: 6 hits; with 2,000 or more uses: 7 hits

※2...With 200 or more uses: 8 hits; with 400 or more uses: 9 hits; with 800 or more uses: 10 hits; with 1,600 or more uses: 11 hits; with 2,500 or more uses: 12 hits; with

Raven's Arts & Techni

makoujin

Gourmet Demon Emperor Blade

[Effect [Power 500 / 1 hit

Acquisition requirement Learned at Lv.47

TP Cost Spell Formula Element

22 Charging becomes possible when the number of uses is 200 or more, and the skill's effect changes (*1).

Swing the sword widely and slam it down, releasing a shockwave that knocks enemies down. Use

resshintenshou

Skill Ressen Tenshou

·Change

Effect Power 320 / 6 hits

Acquisition requirements Equips the skill "Ressen" and activates when using "Makoujin" Learned after 100 uses

TP Cost Spell Formula Element

27

The initial slash creates a crack in the ground, and the erupting shockwave from there perform

The closer to enemies it is activated, the higher the hit count becomes.

shugobōjin

Secret Technique: Guardian Formation

| Effect power 300 / 6 hits

Acquisition condition: Learned at Lv. 51

TP Cost Spell Type Element

26

Draws a magic circle centered on the user, dealing up to 6 hits of damage to enemies within it.

For allies, it restores HP in six pulses, each equal to 2.5% of the maximum value.

Minor Magic: First Aid

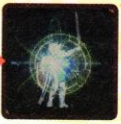
| Effect: Restores 25% HP

Acquisition Condition: Learned from the start

TP Cost Spell Type Attribute Restores one ally's HP. Its casting time is short and TP cost is low

8 —

-" making it useful even in mid-to-late game. It's recommended to register it to a shortcut.



Skill

Variant: Cure

[Effect | Restores 75% HP

Acquisition requirements Activates when the skill "Water Dust" is set and "First Aid" is used. Learned after 50 uses.

Consumes TP. Spell type. Attribute: Heals a single ally's HP significantly. Despite the large healing amount

, TP consumption is small, so its utility is very high. However, the casting time is rather long.

下級魔術

Luminance Scythe

[Effect Power 300 / 4 hits

Acquisition condition: Learned from the start]

Consumes TP. Spell type. Attribute: Creates multiple light orbs around a single enemy and crashes them into it simultaneously to deal damage. The attack can also hit enemies near the target.

Tokuru Soul

Skill 変化

Mistral Soul

[Effect Power 380 / 4 hits]

Scythe" t Set the skill "Gale" and use "Luminance Scythe" to activate. Acquired after 50 uses.

Consumes TP. Spell type. Attribute: Summons a magic circle on the ground and attacks enemies standing on it with wind- and light-element magic. Because the area of effect is wide, you want to use it where enemies are densely grouped.

Advanced Magic Divine Strike

[Effect Power 560 / 20 hits]

Acquisition requirement: Learned at Lv. 54

TP Cost Artes Elemental: Fires a laser forward, dealing damage to all enemies in a straight line.

58. The casting time is long and TP consumption is high, so be careful where you use it.

Advanced Magic Holy Lance

[Effect | Power 480 / 6 hits

Acquisition condition Learned at Lv.60

TP Cost Artes Elemental

56

Deploys a large magic circle on the ground and pierces enemies standing on it with spears of light. The final strike knocks enemies down. TP cost is high, so try to hit many enem

※1... At charge level 1, enemies no longer get knocked down; at charge level 2, a guard-break effect is added. At charge level 3, enemies cannot guard.

Koushousenmetsujin
[Burst] Arts
Decrease

TP Cost	Spell Formula	Attribute
0	▶	—

[Effect | Power 800 / 12 hits
Acquisition Requirement: Learned from the start

Create a light magic attack in front of you to strike enemies, sending out a huge slashing beam to pursue to strike. Activate it near enemies, hit them with magic to increase the hit count.

koshosen)
[Burst]
3 Koshosen Battle Formation · Lion Flame

TP Cost	Art Technique Attribute	
0	▽	●

[Effect Power 820 / 11 hits
Activation condition: Set the skills "Guren" and "Ren geki" and use "Shōsen Metsujin"

It envelops itself in an explosion to attack the surroundings, then releases a fiery lion forward that knocks the target down. Activate it by getting close to the enemy to deal heavy damage.

Shinsan
[Burst Light Soaring Battle Reduction · Earthquake Slash

TP Cost	Spell Formula	Element
0	▶	▲

| Effect Power 820 / 21 hits
Activation Conditions Set the skills "Resshin" and "Gouretsu" and use "Shou Senmetsujin"

Pierces enemies by thrusting sharp rocks up from the ground, then blasts out slashing attacks to deal da mage. It has many hits and greatly reduces the FS gauge.

Koushousen senjin
[Burst] Arts
Light Battle Reduction · Shenshun

TP Cost	Spell Formula	Element
0	▲	

[Effect Power 820 20 hits
Activation Conditions Set the skills "Shippu" and "Shunbin" and use "Koushou Senmetsujin"

Creates a gust to launch enemies into the air, then jumps and strikes with a shockwave. Attack fallen enemies with a move that can down-hit them to continue the combo.

koushousen tsujin soudan
[Burst] Arts
Koshou Senmetsu · Azure Bullet

TP Cost	Art Technique Attribute	
0	▶	●

Effect Power 820, 15 hits
Activation Conditions Set the skills "Water Dust" and "Diffusion" and use "Koshou Senmetsu Formation"

First, create a vortex at your feet to draw in nearby enemies. Then, generate water orbs around you and detonate them to attack a wide area.

kouryuu tsuga sou
Secret Art: Light Dragon Annihilation Fang Spear

Effect Power 999/Random | Element

Activation conditions: Set the skill "Special", and while in an Art/Technique of at least Mystic Arte rank with OVL Level button at 3 or higher, hold down the button.

Send forth the dragon of light dwelling in the sword, lifting enemies into the air and dealing damage. Enemies closer to you will receive a higher number of hits.

Enhouyo
Soaring Mystic Arte: Flame Phoenix Wing Ascent

[Effect Power 1650 / 12 hits Attribute
Activation condition Set the skill "Special" after using "Guren Ken" and "Gou Guren Ken" a combined total of 100 times or more.
Button While at OVL Level 4, during the activation of either "Guren Ken" or "Gou·Guren Ken", hold down the button.

After slashing a wide area three times with a flaming sword, release a firebird for a follow-up attack. The initial attack can hit distant opponents.

shinsouten wa
Secret Mystic Arte: Bushin Sōtenha

[Effect | Power 2500 / 25 hits Attribute
Activation conditions
Button Same as Yuri's "Musin Sōtenha" (→P60)

A secret combo Mystic Arte with Yuri. The two draw a gigantic magic circle and attack enemies standing on it with sword techniques and shockwaves.

Fren's Magic Chanting Voice

Introducing Flan's chant voice, who handles not only swordsmanship but also magic with ease. By the way, the same chant voice is used when she appears as an enemy.

First Aid	Holy vigor, come
Luminance Scythe	Come forth, holy retainer!
Holy Lance	Holy spear, pierce the enemy
Divine Streak: From the eternal beyond, appear and vanquish the darkness!	

Cure	Holy Blessing!
Mistral Soul	Come forth, Kin of the Gale!
Casting Time Reduction	Here we go!/Get blown away!/Won't let you escape!/There!

Patti Fleur

Patty Fleur

Type	Atk +++++++ Support

Parameters	HP	TP	Str	Def	MagAtk	MagDef	Agility
Growth ates	B	A	A	B	A	A	A

Weapons	
[Main]	Knife
[Sub	Gun

Armor	
頭	Circlet, Hat, Ribbon
Body	Coat

Bet on four forms and gambling luck!

Patti's stats grow fairly evenly across all abilities, but her combat style is extremely tricky. Her biggest feature is four different combat forms; by using the special skill "Form Up" to switch forms, she can change the effects of her normal attacks, artes, and techniques. In addition, some artes and techniques she learns have effects determined at random. Many of them, and sometimes negative results can occur. Because uncertain elements are involved like this, Patti is difficult to handle, but it is also true that she can display a variety of performances not found in other characters. Use skills related to forms and random-based artes/techniques to draw out her true value.

Normal Form

The basic form, with performance that is standard for better or worse. Normal attacks are suited for close combat, but mid-range attacks with a gun are also possible. In combos, a 3-hit will launch the enemy, making it useful as an anti-air. When downed she automatically returns to this form, so "Recovering" is essential.

Advance Form

This form is specialized for close-range combat; normal attacks are triggered quickly, making it easy to link combos. For arts or techniques that fire projectiles, note that in this form attacks may not reach far. The skill "Advance Combo Plus" increases normal attacks by one.

Braynel Form

A form that specializes in long-range attacks; normal attacks can only chain up to two hits. In exchange, the range of her shots and beams is considerably long, so attack enemies from the rear. It is also characterized by magic-related skills such as "Braynel Grace."

Critical Form

Normal attacks default to Advance Form, but if you input a command while holding the L1 button, you will enter Brainer Form. Even for random-effect arts/skills there are many benefits, but the probability of entering Critical Form is extremely low compared to other forms.

COLUMN

Hits and Misses of Random-Effect Arts/Skills

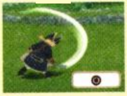
For arts/skills whose effects trigger randomly, some have designated "hits" and "misses." The most beneficial effect is the hit, while effects that damage allies are considered misses. The occurrence rates of both can be partially controlled by skills such as "Safety Bet" and "Gambler's Soul." Also, with the "Bust Security" set, you can avoid damage from a miss with a 40% probability.

If the skill "Critical Make-Up" is equipped, a hit can change you into Critical Form.

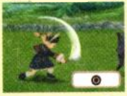
Patty's Normal Attacks

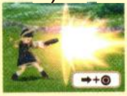
Normal Form

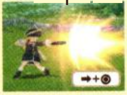
Slash 1

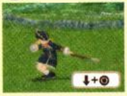


Slash 2 Shot 1) Shot 2) Sweep

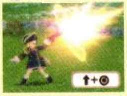




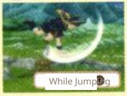




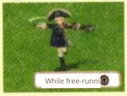
Anti-air



Jump Slash

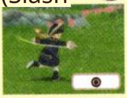

While Jumping

Free Run Attack

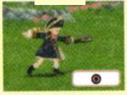

While free-running

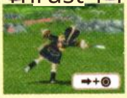
● Advance Form

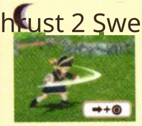
(Slash 1

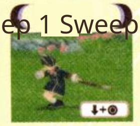


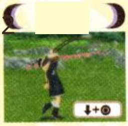
Sword 2 Thrust 1 Thrust 2 Sweep 1 Sweep 2



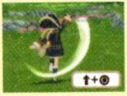


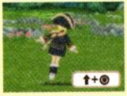




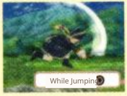


Anti-air Anti-air 2

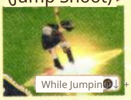




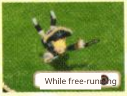
Jump Slash


While Jumping

(Jump Shoot)

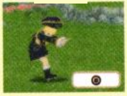

While Jumping ↓+

Free Run Attack

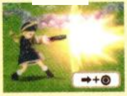

While free-running

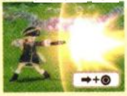
Plenel Form

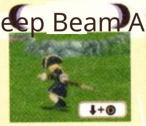
Smash

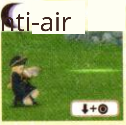


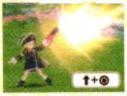
Shoot 1 Shoot 2 Sweep Beam Anti-air



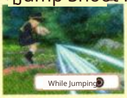


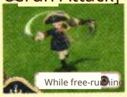






[Jump Shoot Freerun Attack]


While Jumping


While free-running

Example of Patty's Combos

Normal Attack

Trick Trick

●Risky Bet

A combo that can be performed in all forms. If you press the ● button to attack with "Risky Bet" and the attack succeeds, you can follow up with an additional attack that can cause a down hit.

(Normal Attack)

Fatal Circular

Little Big Chef

Exclusive to Brainer and Critical Form; requires the skill "Cancel Plus 2." It has many hits and can greatly reduce the blue FS gauge.

Patty's Skills

Skill Name	Weapons that can learn it
Strength	Learned from the start
Strength 2	Urakeno +1a
Strength 3	Mercurius
Magical	Learned from the start
Magical 2	Urakeno +1a
Magical 3	Mercurious +1
Consume Attack	Learned from the start
Attack Feint	Lipsia +1B (2) ※
In Elemental	|Shark Tail+1β
[Combo Plus	Aries
Advance Combo Plus	Pirate Gun: Koki
Cross Counter	Winvy
Safety Bet	Flamers +1a, Juvita +1a
Gambler's Soul	Flamers +1β, Juvita +1B
Critical Hitter	Star Sword Tautus
Vane Reflect	Pirate White Wave
Fatal Bonus	Canvas+1a
Fatal Bonus 2	Canvas+1β
Fatal Exceed	Cook the Fish
Burst Force	Vise+1
Burst Key	Pirate Gun: Black Thunder
Limits Fever	Pirate Gun: Black Thunder
Special	Capuria, Capuria +1a
HP Condition M	Scopia +1α
HP Condition M2	Scopia +1α
[Fighting Scope	Vise Vise +1
[Half Damage	Pirate Knife +1
Quarter Damage	Pirate Knife +1
1 Damage	[Pirate Knife +1
Combo	Urakēno, Urakēno+1a
| Crimson	Flamers, Flamers+1a
Defend	Learned from the start
Defend 2	Urakēno+1B
| Defend 3	Mercurius
Resist	Vise
Resist 2	Urakēno+1B
Resist 3	Mercurious +1
"Critical Guard	Vise Vise +1
[Magic Guard	Learned from the start
Wellguard	Aries +1a
"Magic Well Guard	Aries +1β
Guard Reflect	Pirate - White Wave
Guardial Arts	Cook the Fish, Cook the Fish +1
Passive Safe	Grow Earth +1
Un-Elemental	Shark Tail +1α
Status Guard	Piska+1a
Condition Guard	Visca+1β
Immunity	Satan Claw
|Enduro	Cook the Fish+1
Invalid Attack	Flamers+1α
Invalid Magic	|Flamers+1β
Step Away	Libcia+1a
Advanced Defend Arts	Pirate Gun · Black Thunder
Burst Guard	Jubita (+1α, +1β)
Recovering Guard	Leorca
Preynel Grace	Leorca
TP Condition S	Nepsine
TP Condition S2	Nepsine
TP Condition M	Scopia +1β
TP Condition M2	Scopia +1β
OVL Concentrate	Leorca
Ferocity	Grow Earth, Grow Earth +1
[Retsushin	Satan Claw, Satan Claw +1
Evasion	Learned from the start
[Evasion 2	Cook the Fish+1
Evasion 3	Jubita
[Item Throw	Learned from the start
Good Job	Lipsia +1B (※2)
Backstep	Learned from the start

Skill Name	Weapons that can learn it
Step Cancel F	[Ribusia, Ripsia+1a
Recovering	Learned from the start
Form Select	Aries, Aries+1α
Form Keep	Aries, Aries+1β
Efficient	Grow Earth+1
Aerial Combo Plus	Cansas (+1a, +1β)
Preynel Speed Spell	Capria, Capria+1β
[Cancel Plus	Urakeno, Urakeno+1β
Cancel Plus 2	Flamers, Flamers+1β
Preynel Combo Magic	Pirate Gun: Koki
Playnel Combo Magic 2	Sharkstail, Sharkstail (+1a, +1 B)
Limiter	Grow Earth
Critical Makeup	Pirate Gun · Azure
Critical Makeup 2	Perseus
Hyper Form Up	Cancas, Cancas (+1a, +1β)
Hyper Form Up 2	Gemini O, Gemini O +1g
Advance Canceller	Pirate Gun · Azure
Playnel Magic Cancel	Pirate Gun - Sōheki
Playnel Magic Select	Pirate Gun - Kōki
Gamble Limits	Fox Spirit Sword Kurubis
Female Company	Pirate Gun Shirahana
Kids Association	Shark Tail +1B, Winvee +1B
Gunner's Society	Cansas
Blonde Universe	|Winvee, Winvee +1B
Couple Dream	Pirate Knife (1) ※
Soul of Mascot	Shark Tail +1α, Winvee +1a
Agility	|Winvee, Winvee +1a
Huai Gale	Jubita, Jubita (+1a, +1β)
Vitality	Pirate Knife (1) ※
Vitality 2	|Piska+1α
Vitality 3	Scopia, Scopia+1a
Spirits	Pirate Knife (1) ※
Spirits 2	Visca+ 1β
Spirits 3	Scopia, Scopia+1β
HP Recover	Geminio+1a
TP Recover	Geminio+1B
Life Reverse	Geminio+1a
Life Reverse 2	Geminio+1B
|Lose-less Soul	Shark Tail
Bust Security	Dried Squid
Effective	Satan Claw+1
OVL Roll HP	Piska, Visca+1α
[OVL Roll TP	Piska, Visca+1β
10VL Roll OVL	Capria(+1α, +1β)
Recall	Geminio, Geminio+1β
[Reincarnation	Perseus
【Limit Bonus	Capria+1a
【Limit Bonus 2	Capria +1B
Appeal	Learned from the start
Appeal 2	Urakeno
Appeal Limits	Aries +1α
[Appeal Limits 2	Aries + 1β
|Life Heal	Satankrow
Mental Heal	Satankrow+1
Life Up	Winvy+1a
Mental Up	Winvy+1B
[Happiness Song	Pirate Gun: Maiden Battle
Happiness Song 2	Pirate Gun: Maiden Battle
Happiness Song 3	Pirate Gun: Maiden Battle
Image Training	Ribusia + 1α
Scout Finger	[Ribusia, Ribusia+1B (※2)
Standalone	Learned in the subevent "The Endless Slash" (→P351)
|Diffus	Mercurius, Mercurius+1
Water Dust	Nepsine

※1 ・・・・・・Learned upon joining at Chart No. 75

※2 ・・・・・・Learned upon joining at Chart No. 79

Patti's Arts & Techniques

Special Skill: Form Up

Effect	See below
Acquisition Requirement: Learned from the start	

TP Cost	Art Technique Attribute	
0	—	—

Spins on the spot and changes into one of four possible forms. After activation, a taunt motion occurs, and each form grants different effects.

Form	Description
Normal Form	[Power 100/2 hits] Knocks enemies back. If you do motion and watch the gesture of adjusting the hat through to the end, the OVL gauge fills by 10%.
Advance Form	[Power 100/2 hits] Spins nearby enemies on the spot. If you watch the taunt action through to the end, HP recovers by 20% of its maximum, and physical attack power increases by 30% for 10 seconds.
Repede Form	[Power 100/2 hits] Blasts enemies away and knocks them down. After the taunt motion, TP recovers by 10% of its maximum and magical attack power increases by 30% for 10 seconds.
Critical Form	[Power 130/2 hits] Causes nearby enemies to become stunned. If you watch the taunt motion through to the end, you gain all additional effects of the other forms.

Special Skill Variable Trigger

Effect	See below
Acquisition Requirement: Learned from the start	

TP Cost	Art: Attribute	
10	▶	—

Fires a single bullet to shoot an enemy. Range and attack properties change depending on the form. The Braynell for - The content varies, and the Braynell form can increase its power with a charge attack.

Form	Description
Normal Form	[Power 260 / 1 hit] Not as much as the Playnel form, but it can reach somewhat farther. Regardless of the distance to the enemy, it only deals 1 hit.
Advance Form	[Power 260 / 3 hits] Short range, but the closer the opponent, the more hits occur. Treated as a close-range attack and good to incorporate into combos.
Repede Form	[Power 260 / 1 hit] Hits enemies that are quite far away. At close range, holding the blast-away button to spin the gun increases power (1).
Critical Form	[Power 260 / 4 hits] After shooting, rolls a bomb at the feet and detonates it. Short range; like the Advance form, the number of hits increases at close range.

Skill: Trigger Tune

change

Effect	See below
Acquisition requirements	Equips the skill "Flurry" and activates when using "Variable Trigger". Learned after 100 uses.

TP Cost	Technique Type	Attribute
13"	▶	—

A skill variation that attacks by firing the gun in rapid succession. It differs for each of the four forms. Because the attack methods differ greatly, understand their effects and use them appropriately.

Form	Description
Normal Form	[Power 340/3 hits] Fires three consecutive bullets forward. The firing range is almost the same as "Variable Trigger." The number of hits does not change even at close range.
Advance Form	[Power 340/9 hits] Fires three rapid shots upward-diagonally from the front. Range is short but the number of hits is high; the closer you are to the enemy, the more hits you will get.
Repede Form	[Power 340/3 hits] Jumps high and fires three bullets diagonally downward from the air. The distance to the enemy is automatically adjusted. Can be linked to techniques that can be activated in midair.
Critical Form	[Power 680/6 hits] Spins in place while firing repeatedly, attacking in all directions. The attack continues while the ● button is held, but TP decreases.

Skill: Trick Trick

Effect	See below
Acquisition Requirement: Learned from the start	

TP Cost

Spell attribute: Place a jack-in-the-box and attack with whatever comes out. Hitting directly with the box also deals damage. The contents and attack behavior change depending on the form. Can be activated in midair.

Form	Description
Normal Form	From the box appears one of: Hammer, Tokunaga, or Glove. See below for each effect. Very rarely, nothing will appear from the box.
Advance Form	Only Tokunaga comes out of the box. If you place the box overlapping the enemy, it becomes 4 hits. Use it as a close-range attack skill and link it to the next technique.
Repede Form	Push the box forward to hit enemies. Additionally, the Tokunaga that leaps out from inside deals damage. Using it at close range increases the number of hits.
Critical Form	The attacks and the contents of the box are the same as in normal form. If you slam the box into an enemy at very close range, it will deal damage even if the inside is empty.

Effect Patterns

○ Hammer	[Power 385 / 2 hits] Strike forward with the hammer; 50% chance to stun the enemy. Skill "Gambler's Soul" is equipped. Also, explosion power is increased by 25%, enemies are guaranteed to be stunned for 3 seconds. Additionally applies Guard Break effect.
TOKUNAGA	[Power 350 / 4–6 hits] Tokunaga bursts out of the box, spins, and rams repeatedly. Up to 6 hits in Pleinel Form
Glove	[Power 315 / 2 hits] An upward punch that launches the enemy. The attack will not hit unless a box is placed near the enemy.
× Empty	[Power 192 / 1 hit] Nothing comes out. Only occurs at low probability in Normal Form and Critical Form.

*1... On the 2nd time: power +20% + increased stagger duration + knocks down guard on close hit. On the 3rd time: power +50% + launch + guard break on close hit.

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(from previous page)

Skill 変化 Trick or Treat

[Effect See below

Acquisition condition: Equipped with the skill "Gōretsu" and activate "Tr to trigger. Learned after 100 uses.

TP Cost: Technique Type: Attribute Pulls various types of bombs out of a gift box and detonates them.

[15-] Attacks enemies. Hitting with the box itself also deals damage. Can be used in midair.

Normal Form	One of three types of bombs appears from the box. boxes are pumpkin bombs, so move away from them. If nothing comes out, it's a dud.
Advance Form	The box contains only apple bombs. If you link from a box-hitting attack into a combo, avoid la unching the enemy with the next move so the explosion can connect.
Repede Form	Launches an apple bomb forward to hit enemie s. If you cancel the move, be careful, as you ma y start the next action before the bomb is thrown.
Critical Form	The attack content is the same as Normal Form; t here are three types of bombs, and sometimes a d ud appears as well. Approach enemies and unleash the technique.

● Effect patterns

○ Pumpkin Bomb	[Power 418 / 3 hits] A large explosion that also catches allies, with a 50% chance to stun enemies. Effect increased by the skill "Gambler's Soul"
Apple Bomb	[Power 342 / 2 hits] After being released from the box, this has the shortest time until explosion among the three types. It can damage downe
Cake Bomb	[Power 342 / 2–3 hits] Appears from a slightly larger box. Explodes after a short delay and has a 30% chance to charm enemies for 15 seconds
× Empty	[Power 380 / 1 hit] Nothing comes out. Damage when hitting the box is greater than "Trick Trick".

Technique: Cranky Bomb

Effect Power 280 / 3–6 hits

Acquisition Condition Learned at Lv.28

TP Cost	Arts	Attribute
8	A	

Attribute: Throw a bomb, hit it with a knife and a bullet to detonate it. If it explodes fr om the first knife, you also take damage (see note 2). If it explodes from a bullet, it counts as a h

Skill: Random Fall

Effect: See below

Learning requirement: Learned at Lv. 36

TP Cost: Technique Attribute: Throw a knife into the air and drop an object on the enemy's head to deal damage. The falling objects below are the three types. The distance the attack reaches changes depending on the form (see note 4).

○ Effect Pattern

Pebble	[Power 152 / 2 hits] Small stones fall and hit the enemy. Damage is low and the stagger time is short. If you get close and also hit with
Pot	[Power 266 / 2 hits] Drop a pot on the enemy's head. Damage is less than the rock but it always causes the enemy to be stunned.
Rock	[Power 380 / 2 hits] Drop a large boulder to crush the enemy. This has the greatest power and can knock the enemy down.

Falling Ice!

Skill Change: Falling Ice

Effect See below

Acquisition requirements Equip the skill "Water Dust" and use "Random Fall" to trigger. Learned after 100 uses.

TP Cost Technique Attribute After throwing a knife high into the sky, various types of icicles fall and attack enemies

14. The relation between form and range is the same as "Random Fall".

Effect Patterns

Small Icicle	[Power 144 / 2 hits] Small icicles fall above the enemy's head. Damage is small and causes little stagger, so the enemy can often move first
tsurara (icicle)	[Power 360 / 2 hits] Icicles larger than Patty fall and pierce enemies. Damage is greater than small icicles and can knock enemies down
Three Icicles	[Power 432 / 4 hits] Three icicles fall in succession from front to back. Individual hit power is small, but multiple hits deal large damage
Gigantic Icicle	[Power 504 / 2 hits] A super extra-large icicle falls. It deals heavy damage to a wide area of enemies, knocking them back and causing a down

Special Technique Search Gald

[Effect Power 40 / 2 hits

Acquisition requirements Learned in the sub-event "Money Matters Too" (→P314)

TP Cost Technique Attribute Crouch down and search for fallen gald. Patty has a hitbox.

10- With over 200 uses, you can shoot picked-up gald with a gun (5)

7 Skill: Gald Steal

| Effect Power 240 / 1 hit

Acquisition requirements Equip the skill "Agility" and use "Search Gald" to activate. Learned after 100 uses.

TP Cost Technique Attribute Ramming into an enemy to deal damage while stealing a percentage of the Gald obtained when defeating

[12VL-] Steals 30% of the Gald. The speed and distance of the ram change depending on the form.

*1... Explosion power increased by 25%. Enemies are knocked back farther and are guaranteed to be stunned for 5 seconds.

※2…… If the skill "Bust Security" is equipped, there is a 40% chance to evade.

*3 …… If the skill "Gambler's Soul" is equipped, the explosion radius increases and power is boosted. Additionally, there is a 50% chance to st

*4... In Playnel or Critical Form, you can cancel after throwing the knife.

※5...... If you throw up the picked-up gald and press the button, you will shoot the enemy with your gun. In that case, the gald cannot be obtained.

Secret Art Little Big Chef

1 Effect | See below

Acquisition Requirement: Learned from the start

TP Cost Technique Attribute After attacking an enemy with a frying pan, serves a dish to grant various effects

The dish is chosen at random from four types and affects all allies.

Normal Form	[Power 400 / 2 hits] Raises the frying pan twice to attack enemies in front, then serves a dish. The attack launches enemies high; they fall and are knocked down.
Advance Form	[Power 600 / 3 hits] Scoops enemies up with the frying pan and attacks. Has short reach, so use at close range. This form does not serve a dish.
Repede Form	[Power 400 / 2 hits] Jumps forward and slams the frying pan down, creating a shockwave that blows enemies away. Afterwards, serves a dish. Can be used in the air.
Critical Form	[Power 600 / 3 hits] Performs a large forward leap, strikes three times with the frying pan, then serves a dish. Even one hit will knock the enemy down. Can be used in the

Effect Patterns

○ Shaved Ice	Restores 15% of all allies' maximum TP. If the skill "Gambler's Soul" is equipped, the recovery amount is doubled.
Looks delicious	Recovers all allies' HP by 10% of their maximum
Normal	Fills the OVL gauge by 20%
× Not very tasty	All allies' HP and TP are halved. If the skill "Bust Security" is equipped, there is a 40% chance to avoid the effect.

Sururu Change Fire Big Chef

Effect | See below

Acquisition requirements | Set the skill "Guren" and it activates when you use "Little Big Chef". Learned after 100 uses

TP Cost	Type	Attribute
28		

Attack enemies with a frying pan that raises flames to take out a dish. The dishes include the four types of "Little Big Chef," with two additional types that have larger effects.

Normal Form / Advance Form	[Power 320 / 8 hits] After swinging the frying pan up and down to attack, a dish is produced. The enemy is lifted high by the flam and then falls down, becoming stunned. Compared to "Little Big Chef"'s scoop-up attack, the reach is longer.
Repede Form	[Power 328 / 9 hits] Swings a frying pan while spitting flames forward, allowing attacks to hit distant enemies. Finally serves a dish to grant an effect.
Critical Form	[Power 320 / 8 hits] The frying pan is larger than in other forms, allowing you to sweep up and hit surrounding enemies. Serving a dish is the same.

Effect pattern

○Shaved Ice	Recovers 15% of the maximum TP for all allies. If the skill "Gambler's Soul" is equipped, the recovery amount is doubled.
○Looks very delicious	Recovers 40% of the maximum HP and 30% of the maximum TP for all allies. If the skill "Gambler's Soul" is equipped, the recovery amount is
Looks delicious	Recovers 10% of the maximum HP for all allies.
Normal	Fills the OVL gauge by 20%
× Not very tasty	Halves all allies' HP and TP. If the skill "Bust Security" is equipped, there is a 40% chance to avoid the effect.
× Not tasty	Halves all allies' HP and TP, and for 20 seconds reduces physical and magical attack and defense by 80%. "Bust Security" nullifies the halving of HP and

Artes: Risky Bet

[Effect | See below

Acquired at Lv.31]

TP Cost Technique Type Attribute: Slash the enemy and use rapid gunfire to launch them into the air. During this time, press any of the buttons , , or to trigger an additional attack corresponding to the pressed button.

Effect Patterns

No gamble	[Power 315 / 4 hits] Swing a binocular downward and slam it into the enemy. Since there is no risk of failure, the damage dealt is small.
Gambling Small	[Power 450 / 5 hits] Drop a rock on the enemy's head to deal extra damage and knock them down. There is a 1/36 chance the rock will hit Patty directly
Gambling Large	[Power 630–720 / 5–6 hits] Drop a fire-element bomb or a light-element star to deal major damage to the enemy. There is a 1/4 chance it will hit Patty.

Artes: Severed Fate

Effect	See below
Acquisition	condition: Learned at Lv. 39

TP Cost	Art Technique	Attribute
20	▽	—

After a consecutive slash, jump backward and fire a bullet. During the attack, if you press any of the , or buttons, the effect and power of the shot will change randomly.

Effect Patterns

○ Explosive Bullet	[Power 504 / 5 hits] Causes an explosion on the ground, knocking up surrounding enemies. Effect increased by the skill "Gamblers' Soul"
Normal Bullet	[Power 336 / 4 hits] If no button input is made, the action ends with a normal shot. There is no risk of misfire, but the dealt damage is sm
Normal Bullet 2	[Power 420 / 4 hits] The attack content is the same as the normal bullet, but the shot's damage is increased and enemies are blown away
× Gun Misfire	[Power 252 / 3 hits] The gun misfires, and Patty takes damage. Damage can be avoided with the skill "Bust Security"

Skill: Variant Fatal Circular

Effect	See below
Acquisition requirements	Set the skill "Haya-kaze" and use "Severed Fate" to activate. Learned after 100 uses

TP Cost | Spell Formula / Attribute: After a consecutive slash, jump high and draw a magic circle on the ground to unleash a f

With input of the , or button, the content of the follow-up changes randomly.

Effect Patterns

○ Radiant Burst	[Power 594 / 10 hits (Light)] Up to 5 follow-up hits with the triangle circle and bursting light. Effect enhanced by the skill "Gambler
Normal Bullet	[Power 374 / 5 hits] If no button is pressed, the final follow-up is with a gun. Damage is small and there are no additional effects
Triangle Circle	[Power 506 / 8 hits (Light)] Generates light-attribute magic inside the magic circle, dealing up to 3 additional hits of damage to enemie
x Gun Misfire	[Power 286 / 4 hits] Patty also takes damage from the gun misfire. With the skill "Bust Security," there is a 40% chance to avoid the dar

Yugi Welcome Dish

Effect	See below
Acquisition	Condition Learned at Lv. 42

TP Cost	Formula	Attributes
16		—

Take various items out of the pot dropped in front of you to gain additional effects. There are six types of pot contents, and many of them give negative effects to allies.

Effect Patterns

○ Oden	[Power 460 / 3 hits] Deals damage to surrounding enemies and restores 40% HP and 20% TP to allies. If the skill "Gambler's Soul" is set, the recovery amounts are doubled.
○ Skewered Grilled Food	[Power 460 / 3 hits] Deals damage to surrounding enemies and increases allies' physical and magical attack by 50% for 10 seconds. If Soul" is set, the stat increase becomes 80% and the effect duration becomes 20 seconds.
Boiling Water	[Power 460 / 3 hits] Turns over the pot of steel, scattering boiling water forward to attack. Knocks enemies away. Hits enemies who are dow
x Unpalatable Dish	[Power 460 / 3 hits] Deals damage to surrounding enemies, but Patty becomes stunned for 5 seconds.
× Mysterious Smoke	[Power 414 / 2 hits] Deals damage to surrounding enemies and allies, reduces TP by 20%, and additionally inflicts poison and stun. If the skill "Bust Security" is set, there is a 40% chance to avoid allies' TP reduction.
× Empty	[Power 92 / 2 hits] Nothing comes out when the lid is opened, leaving you disappointed and completely exposed. The power and hit count are for

Special Dangerous Ladder

Effect	Power 280 / 2–12 hits
Acquisition	requirement Learned at Lv.47

TP Cost	Technique Type	Attribute
21	▷	✱

After the initial attack, predict with button (High) Button (Low). If it hits damage increases; if it misses, all damage is reflected back to Patty (*3).

*1 … Increases power and launches the enemy higher. Additionally becomes unblockable and gains the down-hit effect.

*2 … Increases the number of hits and lengthens the enemy's stagger time.

*3 … If the skill "Bust Security" is equipped, there is a 40% chance to avoid the damage when it misses.

Secret Art: Star of Dream

| Effect | Power 560 / 17 hits |
| Acquisition requirement: Learned at Lv. 54 |

TP Cost Technique Attribute Patty boards a rocket and disappears into the sky, returning to the ground in various ways

|25|- » attacks enemies. There are six return patterns, some with additional effects.

Effect Patterns

○ Over Limit	[Power 448 / 1 hit] Occurs in Advance or Critical Form. Enters Over Limit state, and the rocket falls at the launch position by body press. Deals damage to surrounding enemies and knocks them down.
Shooting Star	[Power 460 / 3 hits] Occurs in Normal or Critical Form. Rides a star and falls, creating a wide-range shockwave that deals damage.
Falling Oden	[Power 460 / 3 hits] Occurs in Playnel or Critical Form. Returns riding an oden, and the impact of the fall damages surrounding enemies. Additionally, the scattered odens restore allies' HP and TP by 30% of their maximum.
Body Press	[Power 460 / 3 hits] Occurs in Advance and Critical Forms. Falls near the enemy, sweeping up nearby foes and knocking them down.
Light of the Stars	Plenel: Occurs in Critical Form. A Regenerate magic circle appears at the skill's usage point, and the caster slowly descends into it.
× Incapacitated	Occurs in Normal and Critical Forms. Patty becomes incapacitated. If the skill "Bust Security" is equipped, there is a 40% chance to avoid this.

下級魔術 Risky Cast

[Effect | See below

Acquisition Requirement: Learned from the start

TP Cost Art formula / Attribute: Randomly triggers one of 11 lower-tier single-target magics. Healing/support magics only activate when Plenel is in Critical Form.

Normal Form	Advance Form	One of "Fireball", "Champagne", "Wind Cutter", "Stone Blast", "Photon", or "Sublet Zero" is activated. All are offensive lower-tier magics targeting a single enemy. For details on each magic, refer to the character data for Estell (Estelle), Rita, and Raven.
Repede Form	Critical Form	In Normal and Advance Forms, from among six types plus "First Aid", "Sharpness", "Barrier", "AStion", and "Resist" — a total of 11 types — one is randomly activated. If the skill "Plenel Magic Select" is equipped, you can choose offense with one button and healing/support magics with another button to activate

Skill 変化 Wide Risk

| Effect | See below

s when u If the skill "Scatter" is equipped, it activate sing "Risky Cast". Learning condition: learned after 50 uses.

TP Cost Technique Attribute Randomly casts one of 11 types of magic that affect a wide area. No

"30--" In Multi-Advance Form, only offensive spells are triggered.

Normal Form	Advance Form	One of "Irruption", "Splash", "Havoc Gale", "Rock Break", "Angel Ring", or "Violent Pain" is triggered. It deals area damage around the target enemy. For details on each spell, refer to the character data for Estelle, Rita, and Raven.
Repede Form	Critical Form	It randomly triggers from 11 types: the six Normal and Advance Form spells plus "Heartless Circle", "Nurse", "Dispel", "Variable Hexa", and "Resist Ville". If the skill "Playnel Magic Select" is equipped, you can use buttons to choose and activate offensive spells or healing/support spells.

下 Spell: Fancy Elements

[Effect | See below

Acquisition requirement: Learned at LV.34

TP cost / Technique / Attribute: Grants one ally an attribute of Fire, Earth, Wind, Water, Light, or Darkness.

|12|--" The effect lasts about 30 seconds. Use it and hope for a good result.

Title change: Happy Light

[Effect | Power 300 / 5 hits

Acquisition requirement Equipping the title "Unfailing Guardian" and using "Fancy Elements" will trigger it. Learned after 50 uses.

TP Cost Formula Attribute Draws a large magic circle, dealing damage to enemies standing on it and increasing allies' luck by 10

Raises one status by 50% in addition (※5)

※4... The Overlimit level is randomly determined up to the maximum value of the OVL gauge at that time. If the skill "Gambler's Soul" is equipped, it will always become the maximum level

※5... One of Physical Attack, Physical Defense, Magical Attack, or Magical Defense. Effect lasts about 10 seconds

Patti's Arts & Techniques

Spell: Gamble Cast

1 Effect: See below

Acquisition Requirement: Learned at Lv. 43

TP Cost: 50	Type: Arts	Attribute
: —	—	—

During casting, press button or button; if a star appears, a random spell is unleashed. If a skull appears or no button is pressed, TP is consumed and the action ends.

Normal Form	Advance Form	One of "Crimson Flare," "Tidal Wave," "Tempest," "Grand Dasher," "Holy Lance," or "Bloody Howling" is triggered. All are powerful area-of-effect spells with many hits. For details of each spell, refer to the character data for Estelle, Rita, and Raven.
Repede Form	Critical Form	Out of six Normal and Advance forms, plus "Resurrection," "Force Field," "Revive," "Stop Flow," and "Marvelous Fountain," a total of 11 can be triggered. If the skill "Brainel Magic Select" is equipped, you can choose attack-type with the button or recovery/support-type with the button before flipping the card

Marvelous Fountain

Special Change Marvelous Fountain

Effect: "Power 500 / 5 hits / Restores 50% HP and TP

Activation Conditions: When [character] Playnel or in Critical Form, activated from 'Gamble Cast'"

TP Cost	Magic Type	Attribute
—	▲	💧

Magic Type Attribute: "An offensive magic that can only be activated by 'Gamble Cast.' It erupts water from the ground to attack a wide area and restores 50% of HP and TP of allies within the

上級魔術 Card the Gamble

[Effect: See below]

Acquisition Condition: Learned at Lv. 48

TP Cost	Art Technique	Attribute
20	▶	—

Art Technique Attribute: Five cards appear on the screen, and depending on the poker hand formed, it deals damage or applies additional effects to a single enemy. The probability of each hand varie

Effect Patterns

Poker Hand	Occurrence Rate (%)				Effect (all 1 hit)
	N	A	B	C	
No Pair	25	33.5	0.5	0.5	Power 1
One Pair	25	33.5	0.5	0.5	Power 100 1% chance to stun for 1 second
Two Pair	16	10	30	30	Power 200 2% chance to stun for 2 seconds
Three of a Kind	12	10	20	20	Power 300 / 3% chance to stun for 3 seconds
Straight	8	5	15	15	Power 500 10% chance to stun for 3 seconds
Flash	4	3	10	10	Power 700 10% chance to stun for 5 seconds/down
Full House	4	3	10	10	Power 700 / 10% chance to stun for 5 seconds/down
Four of a Kind	2	2	5	5	Power 1000 / 20% chance to stun for 5 seconds/launch
Straight Flush	2	0	4	4	Power 2000 / 30% chance to cause stun/guard break/launch for 5 seconds
○ Royal Straight Flush	1	0	3	3	Power 5000 / 50% chance to cause stun/guard break/spin for 5 seconds
○ Five Card	1	0	2	2	Power 10000 10 seconds stun/guard cannot/launch

"Seven Pairs

Skill 変化 Jumpie

[Effect: See below

Acquisition requirements: Equip the skill "Retsushin" and use "Card the Gamble" to activate. Learned after 50 uses

TP Cost	Art Style	Attribute

Art Style Attribute: Drop mahjong tiles to form hands and deal fixed damage that ignores the enemy's defense

40-". As the number of uses increases, the damage of the first tile dropped increases (※1).

Effect Patterns

○ Thirteen Orphans	[32000 damage] A yakuman hand consisting of nine tiles and honor tiles; the occurrence rate is low. Unguardable. Sends the enemy flying high ar
Seven Pairs	[1600 damage] A hand formed by having pairs of the same tile. This has the highest occurrence rate.
Miss	The hand does not form, and nothing happens. Only the damage from the initially discarded tile is applied.

※1... Up to 50 uses: 1 hit = 1 damage; up to 500 uses: 1 hit = 10 damage; thereafter: 1 hit = 100 damage.

Magic Critical Moment

[Effect | see below

Acquisition requirements | Learned from the sub-event "Teaching of the Sea Sprite's Fang" (→P333)

TP Cost | Formula Attribute

|60|--

One of the 30 effects below is randomly activated. Effects include hits and misses, so the skill can be used to adjust occurrence rates to some extent.

○ Effect Pattern

Nothing happens

Pico-Pico hammers rain down. Hitting a hammer causes stun

All allies and enemies are knocked down

All allies become Over Limit Level 1

All allies become Over Limit Level 2

All allies become Over Limit Level 3

○All allies' Overlimits become Level 4

○All allies' Physical/Magical Attack and Physical/Magical Defense increase by 50%

×All allies' Physical/Magical Attack and Physical/Magical Defense decrease by 50%

○OVL gauge becomes full

×All OVL gauges disappear

All allies recover 50% of their maximum HP

All allies recover 50% of their maximum TP

× All enemies' Overlimits become Level 1

× All enemies' Overlimits become Level 2

× All enemies become Over Limit Level 3

All enemies become Over Limit Level 4

× All enemies' physical attack, magical attack, physical defense, and magical defense increase by 5

All enemies' physical attack, magical attack, physical defense, and magical defense decrease by 50

○ All non-boss enemies are wiped out

All enemies' Blue FS gauge is removed

○All enemies' red FS gauges disappear

○All enemies' green FS gauges disappear

○Gald earned at the end of battle is doubled

○ Gald earned at the end of battle is increased 10×

×Gald earned at the end of battle is halved

○EXP earned at the end of battle is doubled

○ EXP earned at the end of battle is increased 10×

× EXP earned at the end of battle is halved

×Items cannot be used for 30 seconds

Glitter's Rain

Effect | Power 800 / 17 hits

Acquisition Requirement: Learn Burst Artes at Lv.24 or higher

TP Cost / Spell Type: After an attribute jump, press the A or B button to flip a card; if a star appears the attack is triggered.

If a skull appears or ~~you~~ fail to press the A/B button, Patty receives damage (*2).

Burst: Volcanic Blast

Effect | Power 820 / 17 hits

Activation Conditions | Set the skills "Guren" and "Rengeki" and use "Glitter's Rain"

TP Cost / Artes Type / Attribute: Same as "Glitter's Rain" — flip a card and a star means a hit.

0

Drop multiple bombs over a grid, dealing fire-attribute damage.

Grand Blow

[Effect | Power 820, 12 hits

Activation Condition | Set the skills "Resshin" and "Gouretsu" and use "Glitter's Rain"

TP Cost

0

When you flip an Arcana attribute card and a star appears, a giant hand strikes enemies standing on the magic circle, dealing damage. A higher OVL level increases the number of strikes.

Windy Rage

Effect Power 820 / 28 hits

"Glit Activation Condition: Tazers Rain" | Skill: Equip "Gale" and "Agility" and use

TP Cost

0

Magic Type: Attribute: Creates a tornado above the magic circle, lifting enemies and dealing wind-element damage.

Compared to other Burst Arts, the number of hits is significantly higher.

Hydro Roll Raid

1 Effect | Power 820 / 10 hits / Restores 30% of HP & TP

Activation Condition: Tazers Rain" | Skill: Equip "Water Dust" and "Spread" and use "Glit

TP Cost Magic Type: Attribute: Drops a giant water balloon above the enemy's head, bursting it to deal damage.

0

At the same time, restores 30% of the maximum HP and TP of nearby allies.

※2····· If the skill "Bust Security" is equipped, there is a 40% chance to avoid damage from a backfire (applies to all Burst Arts)

Secret Art: Summon Friends

Drop a giant roulette and activate the effect of the space where Patty stops.
The chance of an effect occurring varies by form.

Effect	Power 300 / 1 hit	Element	—
Activation Conditions Button ◉	Set the skill "Special," and while OVL level is 3 or higher, hold the button during ◉ an Arte/Technique of Mystic Arte level or above.		

Effect Patterns

Type	Occurrence Rate (%)				Effect
	N	A	B	C	
Bunny Baas	50	15	15	5	[Power 1000 / Random] Numerous Bunny Baas fall above the enemy, dealing consecutive c The number of hits is random.
Oden Stall 1	45	13.5	13.5	4.5	[Power 1200 / 1 hit] The oden cart dashes forward with great force, knocking back and damaging all enemies in a straight line
Oden Stall 2	5	1.5	1.5	0.5	[Power 1200 / 1 hit] A red-banded oden stall appears. It knocks back enemies and Patty, dealing damage.
Seagulls	—	25	—	6	[Power 1200 / 12 hits] A flock of seagulls flies in, ramming enemies one after another to deal damage.
Octopuses	—	25	—	6	[Power 1000 / 6 hits (Water)] Multiple octopuses leap out of the sea and spray ink at once to attack. Deals water-attribute damage and further reduces movement speed.
Myu	—	20	—	9	[Power 1400 / 11 hits (Fire)] Mieu from "Tales of the Abyss" appears from a magic circle and breathes fire to attack.
Penguins	—	—	25	6	[Power 1200 / 1 hit (Wind/Water)] A flock of penguins flies in to surround enemies, dealing wind- and water-attribute damage.
Nurses	—	—	25	6	[Full HP Recovery] Nurses appear and fully restore the HP of all allies.
Cookies	—	—	20	9	[OVL Gauge Full / Full TP Recovery] Quicky from "Tales of Eternia" emerges from a magic circle. Fills the OVL gauge and fully restores allies' TP.
Angels	—	—	—	15	[Power 1200 / Random (Light)] An angel appears in the sky and attacks the entire area with light-attribute magic. Has a 1 in 8 chance to spawn a Regenerate magic circle.
Barbatos	—	—	—		[Power 1000 / 1 hit] Barbatos from "Tales of Destiny 2" appears from a magic circle. Deals damage to both enemies and allies, knocking them away and preventing item use for 90 seconds.
Cipher	—	—	—	18	[Power 1800 / 11 hits] Occurs when defeating Wandering Corpse's Fierce Warrior (2) in Critical Forn Cipher appears and attacks enemies with slashes and rapid gunfire.

Patti — Magic Chant Voice

Rather than a chant, Patti's incantation voice sounds more like a shout. The lack of tension that makes it hard to believe she's in battle rivals Raven's.

Fancy Elements —	Colors of Vigor
Risky Cast	Let's play it by ear!
Gamble Cast	Unnyara tatta tta~~~ pyua~!
Card the Gamble	I am the legendary gambler! Here I go!

Critical Moment —	Full of twists and turns, fortune's ups and ds, a wave of good luc
Wide Risk	Fate always favors the kind-hearted.
Jumpie	Pon-Chi-Kan-Ron, Tsumo!!
Cast Time Reduction	Take this! Hyaa!

Secret Factor

Even after seeing the ending, this game still offers plenty to enjoy. This section explains events and hidden elements that are not directly related to clearing the game, as well as playthroughs from the second run onward.

Secret Mission

Certain boss battles have special conditions called "Secret Missions." If you fulfill the Secret Mission and then win the battle, you may receive a bonus to the GRADE earned, obtain a "Trophy" (→P120), or acquire items that cannot be obtained by a normal victory. Check the enemies with Secret Missions and their conditions in the scenario walkthrough starting on page 150.

Some Secret Missions can only be cleared by using the artes of specific characters.

Sub-events

Sub-events, prepared separately from the main scenario, occur when you meet the specific conditions set for each during your adventure. There are many types of sub-events—searches for people, errands, puzzle mini-games, and more. You can progress the main scenario without clearing them, but many reward you with equipment, titles, and other items. Refer to the sub-event walkthrough starting on page 302 and enjoy these fun and deep "side trips."

There are three special dungeons that are more difficult than the main scenario; challenge them after clearing the game.

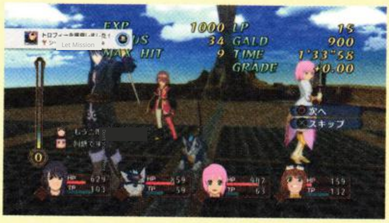
Gigant Monster

"Gigant Monsters" are 11 gigantic enemies found throughout the world that inhabit fixed locations on fields and in dungeons. They are far stronger than the enemies that appear nearby, so do not engage them carelessly. You do not have to fight them, but defeating one yields rare synthesis materials. Also, if you have accepted the Gigant Monster subjugation requests from Rich at the inn "Adventure King," you will receive a reward for each one defeated. For event details and each Gigant Monster's spawn locations and strategies, see page 344.

Gigant monsters have large, easy-to-see enemy symbols. You can flee from battles with them, so don't push your luck.

Acquiring Trophies (Achievements)

Trophies indicating the degree of game completion (Achievements) function: in this work, there are a total of 54 tro Trophies (achievements) are provided. Completing all trophies (achievements) is a rather steep challenge and requires at least two playthroughs. Many titles and skits are available only for a limited time, so decide beforehand which ones to obtain on your first playthrough and which to leave for subsequent playthroughs, and acquire them efficiently.



Trophies (Achievements) are displayed in the upper right of the screen when earn
You can check detailed information from the system menu and other places.

● Trophy (Achievements) List

No.	Grade	Name	Trophies (Achievements) Acquisition Conditions
1	Bronze	Synthesized an item of your choice	Performed synthesis at a shop
2	Bronze	Executed a Fatal Strike for the first time	Defeated an enemy with a Fatal Strike
3	Bronze	Defeated a Gigant Monster for the first time	Defeat a Gigant Monster
4	Bronze:	Achieved a 150-hit combo	Record a combo of 150 hits or more
5	Bronze	Play time exceeded 100 hours	Exceed 100 hours of play time
6	Bronze	Total travel distance: 50,000 km	Travel 50,000 km. Vehicles may be used
7	Bronze	Defeat 1,000 enemies	Defeat 1,000 enemies
8	Bronze	The number of chips obtained exceeded 100,000	Obtain 100,000 chips in Poker or Gachagoro (→P367)
9	Bronze	Answered all quiz questions correctly	Answer all questions correctly in the "Doctorate" quiz (→P369)
10	Bronze	Saved 10,000,000 gald	Possess 10,000,000 or more gald
11	Bronze	Cleared all skits	View all skits. You can also watch all skits using the "Skit Player V" on Nam Island (→P368)
12	Bronze	Character reached level 200	Raise any character's level to 200
13	Bronze	Memory Arte Tour	Save at every memory sigil
14	Bronze	Performed synthesis 20 times	Perform synthesis 20 times
15	Bronze	Low-Level Challenger	Defeat Valbos with the entire party at level 15 or below (→P207)
16	Bronze	Speed Gamer	Clear the game within 15 hours of playtime
17	Bronze	Rabbit Guild Member	Have Yuri, Estelle, Rita, and Judith equip "rabbit ears" and play the game for 5 hours with all four in the party. They do not need to be in the active battle members
18	Bronze	Snowboarder	Record a time under 40 seconds on Course 1 of the "Border Rapide" (→P373)
19	Bronze	Secret Mission 1	In the battle with Zagi (2), defeat the enemy while Estellise's HP is at 49.5% or higher
20	Bronze	Secret Mission 2	(→P155) In the Goliath battle, attack the Achilles tendon while the enemy is preparing "X Buster" to stagger it and take a down (→P169)
21	Bronze	Secret Mission 3	In the Gattuso battle, use the Biribariha flower to stun the enemy and then take a down (-P173)
22	Bronze	Secret Mission 4	In the battle with Zagi (3), blow the enemy off the ship so they fall into the sea (→P181)
23	Bronze	Secret Mission 5	In the battle with the Dreaded Colossus, get inside while the enemy has its front leg raised, attack, and take a down (→P187)
24	Bronze	Secret Mission 6	In the Gigalarva battle, use Raven's "Mogura Nari" (Earth Mole) to interrupt the enemy's healing action (→
25	Bronze	Secret Mission 7	In the Valbos battle, destroy all the bridge mechanisms to prevent enemy reinforcements (→P207).
26	Bronze	Secret Mission 8	In the Wandering Corpse's Fierce Warrior (1) battle, attack while the enemy is reloading bullets into the revolver to take them down (→P215).
27	Bronze	Secret Mission 9	In the Zagi (4) battle, force the enemy to use "Magic Drain" multiple times and destroy the magic device on it
28	Bronze	Secret Mission 10	In the Pteropus battle, after the Pteropus splits, defeat the leader bat to prevent recombination (→P221).

No.	Grade	Name	Trophies (Achievements) Acquisition Conditions
29	Bronze	Secret Mission 11	In the Outbreaker battle, destroy the core while the enemy is casting either "Sunshine" or "Moonlight" (→P226).
30	Bronze	Secret Mission 12	In the Belius battle, after Belius (clone) appears, light all the candelabra to dispel the clones (→P231).
31	Bronze	Secret Mission 13	In the Tison & Nan battle, target and attack the openings after Tison's "Kōryūjin 'Kōrin'" (Dragon Blade "Descent") and after Nan's "Resshin Zan" (Violent Quake Slash) (→P236).
32	Bronze	Secret Mission 14	In the fight against Schwein, after the enemy activates their Mystic Arte, strike while they are clutching their chest to seize a chance to stagger and take down the enemy (→P251)
33	Bronze	Secret Mission 15	In the battle with Zagi (5), after the enemy uses "Poison Perfume," heal with Karol's special technique "Kasshin Rec " (→P256)
34	Bronze	Secret Mission 16	In the fight with Baito Joe (2), hit the enemy three times while they have "Running Ice Blade" active (→P260)
35	Bronze	Secret Mission 17	In the fight with Estellise (2), use the valuable item "Mother's Keepsake" (→P266)
36	Bronze	Secret Mission 18	In the fight with Jaeger (3), after the enemy's guard break, hit with Raven's special skill "Shigure" (→P271)
37	Bronze	Secret Mission 19	In the battle with Alexei, after the enemy activates their Mystic Arte, attack while they are fatigued to take them down (→P273)
38	Bronze	Secret Mission 20	In the fight with the Wandering Corpse Fierce Warrior (2), use the valuable item "Beautiful Star" (→P283)
39	Bronze	Secret Mission 21	In the fight with Gushios, force the enemy to retract its tail, then move into its front when it raises its forelegs and attack to take it down (→P279)
40	Bronze	Secret Mission 22	In the fight with the Chrome Dragon, attack during the opening after the enemy's "Quake Wings Spread" to take it down (→P282)
41	Bronze	Secret Mission 23	In the fight with Flynn (2), make Flynn use every spell and skill including his Mystic Arte (→P288)
42	Bronze	Secret Mission 24	In the fight with Zagi (6), attack during the opening after the enemy uses "Magic Beast Body" to take him down (→P298)
43	Bronze	Secret Mission 25	In the fight with Duke (2), defeat Duke with a Mystic Arte (→P300)
44	Silver	Title Complete	Obtain all titles
45	Silver	Gigant Hunter	Defeat all Gigant Monsters
46	Silver	World Map Completed	Complete the world map
47	Silver	Monster Encyclopedia Complete	Fill the Monster Compendium completely
48	Silver	Collector's Encyclopedia Complete	Fill the Collector's Compendium completely
49	Silver	Conquest of the Labyrinth of Reminiscence	Clear the "Labyrinth of Reminiscence" (→P381)
50	Gold	Conquest of the Tomb of the Wish Mirror	Clear the "Tomb of the Looking Glass" (→P395)
51	Bronze	Recover the Magic Core of the Aqueduct Maguffin	Clear Part I of the scenario (→P150–207)
52	Silver Foil	Alexei's Ambition	Clear Part II of the scenario (→P208–273)
53	Gold	Defeat the Star-Eater	Clear Part III of the scenario (→P274–300)
54	Platinum	TOV Master	Obtain all trophies (achievements) No. 1–53

※ The Nintendo Switch version does not include trophies (achievements).

Playthroughs from the second run onward

After clearing the game and creating a clear save after the ending, an "EX NEW GAME" option will be added to the title screen menu. Select this option and load a marked clear save to carry over data from your previous playthrough, or ◯ Grade Shop List

You can start the game from the beginning with special elements added to the system. The "Grade Shop" is where you choose the types of data to carry over and the additional elements; you purchase them using the GRADE acquired in your previous playthrough.

Item	Required GRADE	Details
Maximum number of items held: 99	400	The maximum number of items you can hold becomes 99.
Carry Over Items	500	Carry over equipped items and consumable items you possess. However, valuables are excluded.
Carry Over Gald	1000	Carry over the Gald you have.
Title Carryover	500	Carry over obtained titles
Collector Encyclopedia Carryover	10	Carry over information from the "Collector Encyclopedia"
Monster Encyclopedia Carryover	10	Carry over information from the "Monster Encyclopedia"
Recipe Carryover	10	Carry over learned cooking recipes
Cooking Proficiency Carryover	50	Carry over cooking proficiency
World Map Carryover	300	Carry over world map information
Carry over synthesis level	10	Carry over increased synthesis level
Carry over records	10	Carry over various "record" information
術技 Carry over	1000	Carry over all characters' learned artes and techniques
Carry over skills	1000	Carry over all characters' learned skills
Carry over Yuri's artes, techniques, and skills	350	Only Yuri inherits the techniques/skills he has learned and their counts
Estelle technique/skill inheritance	350	Only Estelline inherits the techniques/skills she has learned and their counts
Karol technique/skill inheritance	350	Only Karol inherits the techniques/skills he has learned and their counts
Rita technique/skill inheritance	350	Only Rita inherits the techniques/skills she has learned and their counts
Raven technique/skill inheritance	350	Only Raven will carry over learned artes/skills and their counts
Judith technique/skill inheritance	350	Only Judith will carry over learned artes/skills and their counts
Rapido technique/skill inheritance	350	Only Repede will carry over learned artes/skills and their counts
Frente technique/skill inheritance	350	Only Flynn will carry over learned artes/skills and their counts
Patti: Inheriting Artes and Skill Techniques	350	Only Patty will carry over learned artes/skills and their counts
Increase Maximum HP	500	Start with all characters' maximum HP increased by 20%. "Decrease Maximum HP" cannot be selected at the same time.
Decrease Maximum HP	10	Start with all characters' maximum HP decreased by 20%. "Increase Maximum HP" cannot be selected at the same time.
Increase Maximum TP	500	Start with all characters' maximum TP increased by 20%. "Decrease Maximum TP" can not be selected at the same time.
Decrease Maximum TP	10	Start with all characters' maximum TP decreased by 20%. "Increase Maximum TP" cannot be selected at the same time.
Double Gald Acquisition	600	Gald obtained in battle is doubled
OVL gauge rise rate doubled	1000	The Overlimit gauge increase rate in battle is doubled
Experience gained 0.5×	10	Experience gained is half the normal amount. Cannot be selected together with other experience-related
Experience gained 2×	1000	Experience gained is twice the normal amount. Cannot be selected together with other experience-relate
Experience gained 10×	3000	Experience gained is ten times the normal amount. Cannot be selected together with other experience-re
GRADE gained 2×	3000	GRADE obtained in battle is doubled
Skill SP 1	3000	All skills' SP cost becomes 1
Item Drop Rate UP	1000	Item drop rate in battle becomes twice the normal rate.
Technical Battle	50	Base experience gained from battle becomes 1, but bonus experience becomes five times higher. Other Cannot be selected simultaneously with experience-related options
Unlock Battle Rank	50	"UNKNOWN" is added to the battle ranks.
Inherit Mystic Arte Equipment	1000	Inherits the stats of the Mystic Arte Equipment (see P342).
Unlock All Skit Player V	1000	All "Skit Player V" on Nam Islet (→P367) will be unlocked

SCENARIO

Tales of Vesperia REMASTER PERFECT GUIDE

○ Scenario

✱ シナ Ri Sai

SCENARIO ✱

Scenario Walkthrough

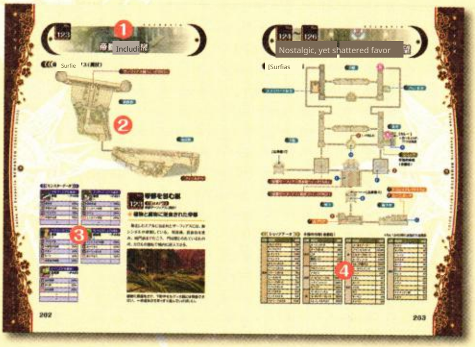
In this chapter, the main scenario is explained using scenario charts and maps. First, check here how to read each page.

How to Read the Strategy Pages

● Scenario Chart

Scenario Chart
Number from and member vs... time of
1
2
3
4
134
135

● Map Strategy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Nostalgic, yet shattered favor
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be shattered
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● Scenario Chart

① The title of the "Synopsis" that can be checked in the in-game library and the corresponding chart number. The reference page listed on the right covers the scenario of that synopsis. ② The party members present at the start of the synopsis, the locations visited within that synopsis, and the actions taken ③ there. Locations are classified into three types: Town, Dungeon, and Field.

④Sub-events that can be triggered at that point. Details are explained on the reference pages listed on the right. Those with a limited occurrence period are labeled as time-limited, and those that can only be triggered after carrying over clear data into a second playthrough or later via "CONTINUE" or "EX NEW GAME" are marked as Clear 後

Map Walkthrough

① Chart number and synopsis title. ② The map of the area to be攻略ed and its name. For the meanings of icons on the map, see below. A list summarizing the names and species of m ③ onsters that appear, the reference page, and effective Fatal Strikes. indicates items dropped by the monster, and indicates items that can be stolen, with their probabilities also listed. ① A list of items sold at shops.

⑤ Walkthroughs divided by synopsis, showing how to solve puzzles and the sequence of the adventure. The names of maps passed through there are also listed.

⑥ Sub-events that can be triggered at that point. Details are explained on the reference pages listed on the right

⑦Explanation of how to fight in boss battles and event battles. Data on the opposing bosses is also provided. See below for how to read boss data

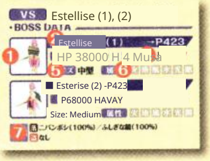
⑧Explanation of secret missions. Conditions for achievement, rewards, and strategies for clearing them are provided

How to read the icons on the map

To the Field — destinations to other maps such as towns, dungeons, and fields
❶ ··········· Locations connected within the same map
Ⓐ ··········· Specific locations on the map to move t
Ⓢ ··········· o in the course of the walkthrough; normal Memory Sigils
○ ··········· Memory Sigils that fully restore HP and TP
Shop ·· ... Location of shops
Inn · · · · · · Location of the inn
Yuri's Room · Locations of specific areas and facilities

Apple Gummi ・Items obtainable by checking treasure chests or specific locations
Salad · · · · · · Location of the Wonder Chef and the name of the recipe received
VS ······· · · Location where event battles occur and names of enemies
[Switch] Name of the mechanism
Lv3 ·······・Objects that can be broken with Sorcerer Ring of level 3 or higher
Lv4 ·······・Objects that can be broken with Sorcerer Ring of level 4 or higher L
········· ocations of Gigant Monsters

●How to read boss data



① Appearance of the enemy

② Enemy name and reference page for detailed data

③ Enemy maximum HP

Four races and effective Fatal Strikes En ⑤ emies are classified by size as Small, Medium, Large, and Extra Large, which affects the effectiveness of certain skills.

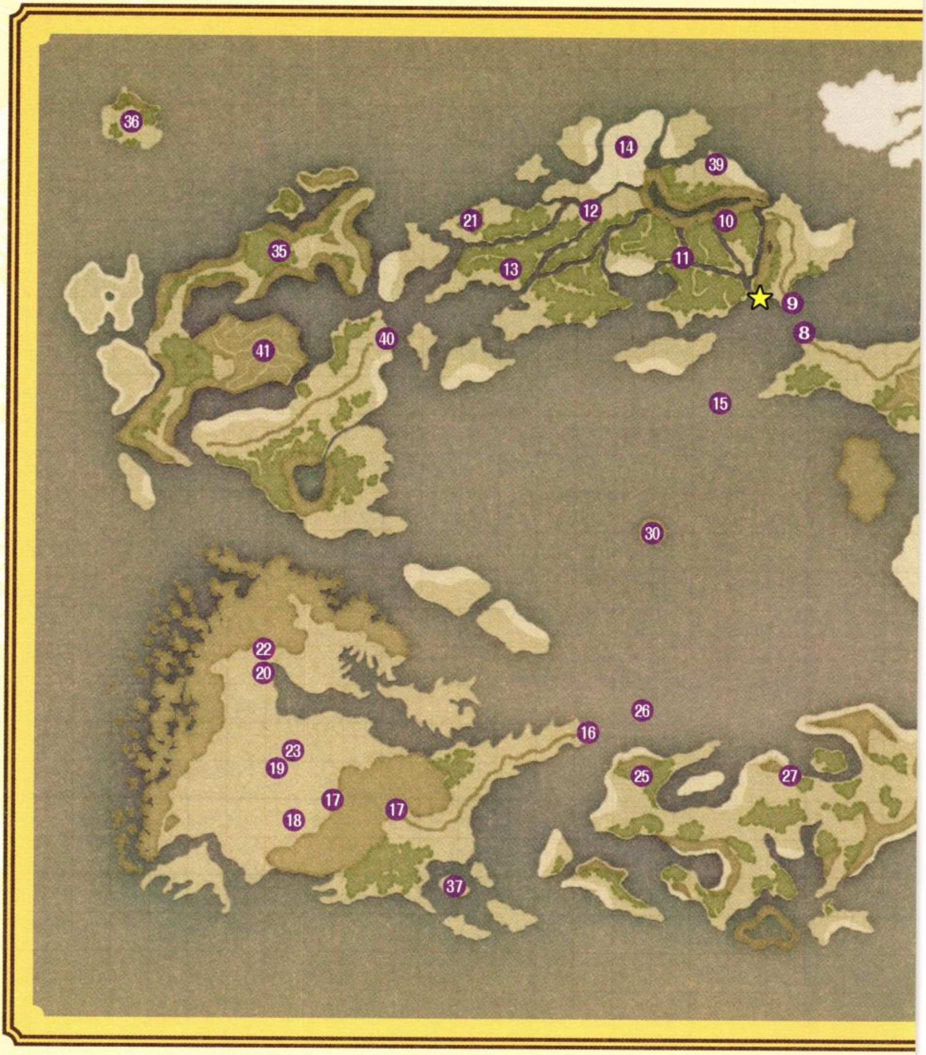
⑥ Enemy resistances to six types of attributes. Red indicates "Resistance," where damage dealt is reduced compared to normal, Blue indicates "Weakness," where damage dealt is increased, and Green indicates "Absorb," where attacks of that attribute will restore the enemy's HP.

⑦ Items the enemy carries. "Drop" lists items monsters drop and items that can be stolen, along with their probabilities. For enemies encountered outside boss or event battles, or for enemies that do not carry items, this entry is omitted.

World Map

An overview of Telka Lumieres, the setting of the story. It not only shows the locations of various facilities but also summarizes enemies that appear in so use it to help with your adventure.

Towns & Dungeons List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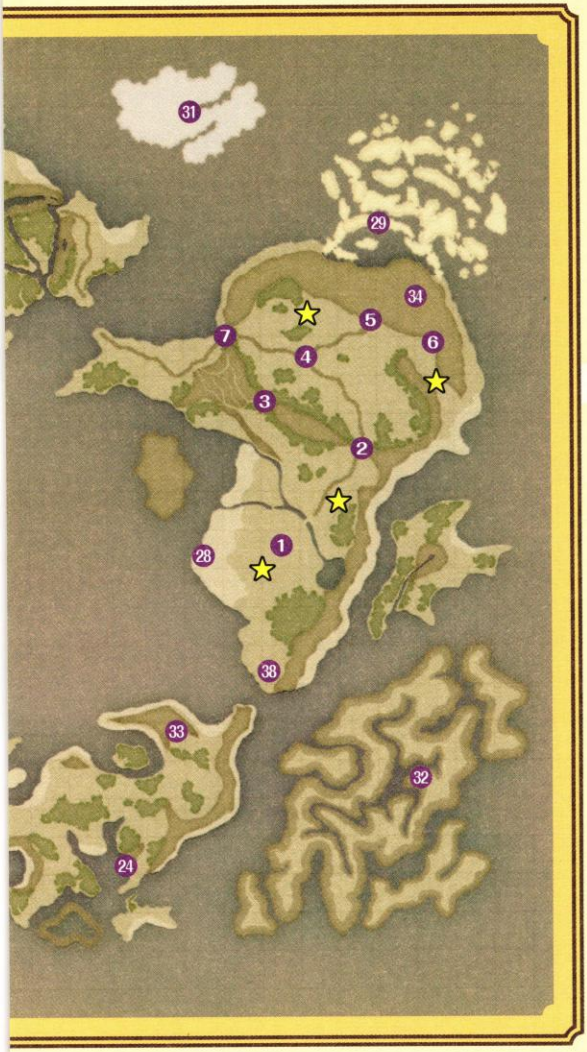


Names of Locations		
①	T Imperial Capital Zaphias	P150
	D Zaphias Castle	P152
	D Imperial Capital Zaphias Aqueduct	P156
	D Imperial Capital Zaphias (Anomaly)	P262
②	T Deidon Fort	P158
③	D Quoi Forest	P160
④	T Flower Town Harul	P162
⑤	T Academic Closed City Aspio	P164
⑥	D Shaikos Ruins	P166
⑦	D Efmid Hill	P171
⑧	T Port Town Capua-Nor	P174
	D Ragow Manor	P177
⑨	T Port Town Kapua-Trim	P182
⑩	Fallen City Carbocram	P184
⑪	T Emerging City Heliod	P188
⑫	T Guild's Nest Dangrest	P191
	D Vow Underground Sewers	P199
⑬	D Cave Mock Great Forest	P194
⑭	D Gear Tower Gasphalost	P202
⑮	D Ghost Ship Arselm	P212
⑯	T Arena City Nordpolica	P216
⑰	D Cados' Windpipe	P219
⑱	T Mantike, the City of Water and Yellow Sand	P222
⑲	D Cogol Desert	P224
⑳	T Ancient Tomb Village Yormgen	P227
	T Ancient Tomb Village Yormgen (Truth)	P245
㉑	D House of Corruption	P232
㉒	D Mount Temza	P234
㉓	D Fellow's Rocky Area	P238
㉔	D Renansra Rock Void	P239
㉕	D Egosō Forest	P240
㉖	T Krytia Tribe Town Myorzo	P243
㉗	D Forgotten Temple Baktion	P246
㉘	D Mobile Fortress Hercules	P252
㉙	D Zopher Iceblade Sea	P258
㉚	D Zawde Unfailing Palace	P267
	D Grave of the Looking Glass	P395
	T Izayoi's Ghostly Residence Street	P397
㉛	D Erealumin Quartz Forest	P277
㉜	D Relevize Ancient Immortal Cave	P280
㉝	T Ornion, Land of Aspiration	P286
㉞	D Ancient Tower City Tarcarron	P289
㉟	T Hot Spring Village Yumanju	P364
㊱	T Pleasure Paradise Nam Islet	P366
㊲	D Earcraene Desuerre	P378
㊳	D Earcraene Irikia	P378
㊴	D Earcraene Torbikia	P379
㊵	D Earcraene Yulzorea	P379
㊶	D Maze of Reminiscence	P384

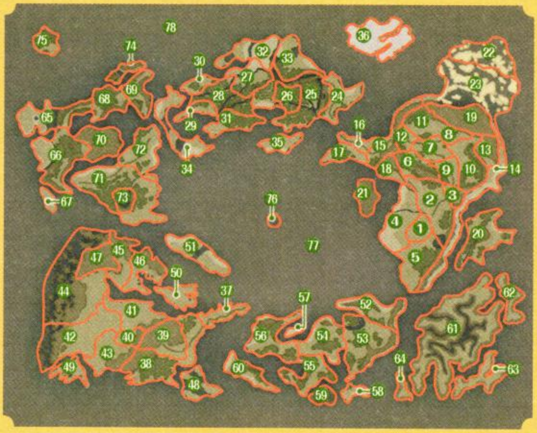
※ T Town indicates D a dungeon

※ Great Depth Cavern Zone — Central Area (→P380) is connected to ~ and

※The Arselm ship No. 1 and Mjorzo No. 256 are constantly moving. Hercules No. 28 will move closer to the coast from No. 130 onward.

※ ☆ marks the inn "Adventure King" as the lodging location.
See page

List of Field Areas



Effects of Weather Changes

Weather differs for each region divided in the diagram on the left and changes depending on moving between regions or staying overnight in each region. Some monsters appear only under certain weather conditions, and also the power of arts and techniques is affected.

Weather and In-Game Icons

☀	Sunny	☾	Night
☂	Rain	☁	Cloudy
❄	Snow	●	Fog
🌪	Sandstorm	?	Unknown

● Weather by Region

①	Myocia Plains	Weather: Clear/Rain/Night
②	Myocia Plains North	Weather: Clear/Rain/Night
③	Myocia Plains Northeast	Weather: Clear/Rain/Night
④	West Maiokia Plains	Weather: Clear/Rain/Night
⑤	Maiokia Plains – South	Weather: Clear/Rain/Night
⑥	Peiokia Plains – Southwest	Weather: Clear/Rain/Night
⑦	Beiokia Plains – Central Area	Weather: Clear/Rain/Night
⑧	Peiokia Plains – Northern Highway	Weather: Clear/Rain/Night
⑨	Beiokia Plains – Southern Highway	Weather: Clear/Rain/Night
⑩	Beiokia Plains – East	Weather: Clear/Rain/Night
⑪	North of the Peiokia Plains	Weather: Sunny/Rain/Night
⑫	Peiokia Plains - Western Highway	Weather: Clear/Rain/Night
⑬	Northeast of the Ilikia Continent	Weather: Clear/Rain/Night
⑭	Corridor Coast	Weather: Clear/Rain/Night
⑮	Mururokia Peninsula - East	Weather: Clear/Rain/Night
⑯	Mulrochia Peninsula - North	Weather: Clear/Rain/Night
⑰	Mulrochia Peninsula - South	Weather: Clear/Rain/Night
⑱	Mururokia Peninsula Southeast Plains	Weather: Clear/Rain at Night
⑲	Astefirus Ring Mountains	Weather: Clear/Rain/Night
⑳	Ilycia Continent Eastern Islands	Weather: Clear/Rain/Night

㉑	Laulice Island	Weather: Clear/Rain/Night
㉒	Zofer Frozen Blade Sea - North	Weather: Snow/Clear
㉓	Zofer Frozen Blade Sea	Weather: Snow/Clear
㉔	Torubikia Continent – Eastern Plains	Weather: Clear/Rain/Night
㉕	Torubikia Continent – East	Weather: Rain/Clear/Night
㉖	Torubikia Continent Central East	Weather: Rain/Cloudy/Night
㉗	Torubikia Continent North	Weather: Dusk/Night
㉘	Central-Western Part of the Torubikia Continent	Weather: Rain/Clear/Cloudy
㉙	Southwest of the Torubikia Continent	Weather: Cloudy, Sunny/Rain
㉚	West of the Torubikia Continent	Weather: Rain/Night
㉛	South of the Torubikia Continent	Weather: Rain/Cloudy/Night
㉜	Swendar Isles	Weather: Clear/Rain/Night
㉝	East of the Swendar Isles	Weather: Clear/Rain/Night
㉞	Calapson Islands	Weather: Cloudy/Clear/Rain
㉟	Torbikia Continent Southern Islands	Weather: Rain/Cloudy/Night
㊱	Erealumin Quartz Forest	Weather: Fog/Sunny/Rain
㊲	Zadrac Peninsula	Weather: Clear/Night
㊳	Deszear Continent Eastern Plains	Weather: Clear/Night
㊴	Mother Cados Mountains – Eastern Plains	Weather: Clear/Night
㊵	Mother Cados Mountains – Western Desert	Weather: Clear/Sandstorm/Night

㊶	North of Mother Cados Mountains Desert	Weather: Clear/Sandstorm/Night
㊷	Cogol Desert	Weather: Clear/Sandstorm/Night
㊸	South of Cogol Desert	Weather: Clear/Sandstorm/Night
㊹	Father Muzeri Mountain Range – Eastern	Weather: Clear/Sandstorm/Night
㊺	North of Father Muzeri Mountains	Weather: Clear/Sandstorm/Night
㊻	Father Muzeri Mountains - East	Weather: Clear/Sandstorm/Night
㊼	Father Muzeri Mountains	Weather: Clear/Sandstorm/Night
㊽	The Four Sisters Archipelago	Weather: Clear/Night
㊾	Kogoor Desert · Southern Isles	Weather: Clear/Sandstorm/Night
㊿	Zadrac Isles	Weather: Clear/Sandstorm/Night
(51)	Mi-Annma Twin Isles	Weather: Clear/Sandstorm/Night
(52)	Northeast of the Hipionia Continent	Weather: Clear/Snow/Night
(53)	East of the Hibionia Continent	Weather: Clear/Snow/Night
(54)	Hippionia Continent	Weather: Clear/Snow/Night
(55)	Hibionia Continent South	Weather: Clear/Snow/Night
(56)	Hippionea Continent - West	Weather: Clear/Snow/Night
(57)	Verdebo Bay	Weather: Clear/Snow/Night
(58)	Shrion Island Chain – East	Weather: Clear/Snow/Night
(59)	Shrion Island Chain – South	Weather: Clear/Snow/Night
(60)	Shrion Island Chain – West	Weather: Clear/Snow/Night

(61)	Wekea Continent	Weather: Clear/Sandstorm
(62)	Wekea Continent – Northeast	Weather: Clear/Sandstorm
(63)	Wekea Continent – Southeast	Weather: Clear/Sandstorm
(64)	Wekea Continent – Southwest	Weather: Clear/Sandstorm
(65)	Northern Southern Islands	Weather: Fog/Clear/Night
(66)	Southern Islands	Weather: Fog/Sunny/Night
(67)	Southern Sozanni Isles	Weather: Sunny/Fog/Night
(68)	North of the Yulzorea Continent	Weather: Fog/Sunny/Night
(69)	Northeast of the Yulzorea Continent	Weather: Sunny/Fog/Night
(70)	Tribudai Mountain Range	Weather: Fog/Sunny/Night
(71)	South of the Yulzorea Continent	Weather: Clear/Fog/Night
(72)	East of the Yulzorea Continent	Weather: Clear/Fog/Night
(73)	Lake Nifl	Weather: Clear/Fog/Night
(74)	Yulzolea Continent Northern Islands	Weather: Clear/Fog Night
(75)	Nam Islet	Weather: Dusk/Night
(76)	Teruca Rymileise Navel	Weather: Sunny/—
(77)	Inner Sea	Weather: Clear/-
(78)	Sea of the Outer Rim	Weather: Clear/-

※Until Part II, the weather on the far left applies
From Part III onward, staying at an inn will...
Changes to ひ～ inherits the weather
of the area that was visited immediately before.

● Appearing Monsters

❶	Knight Fencer	P412
	Knight Lancer	P413
	Puritsubomi	P445
	Mini-Coid	P447
	Audreets (appears only when it is raining)	P446
	Mandragora (Aearl Overdrive) Appears only in No.118–122	P448
	Axe Peak (Earl Rampage) Appears only in No.118–122	P437
	Bee (Earl Rampage) Appears only in No.118–122	P453
	Wolf (Aearl Overdrive)※ No.118122 appears only	P428
	Eggbear (Aeil Rampage) ※ Appears only in No.118–122	P431
❷	Minicoid	P447
	Puritsubomi	P445
	Wolf	P428
	Bee	P453
	Touripper Appears only when the weather is clear	P447
	Puchipuri	P445
	Rosa Camellia ※Appears only when it's raining	P447
	Audreets (appears only when it is raining)	P446
	Mandragora (Aearl Overdrive) Appears only in No.118–122	P448
	Axe Peak (Aearl Overdrive) ※ Appears only in No.118–122	P437
	Bee (Aearl Overdrive) Appears only in No.118–122	P453
	Wolf (Aearl Overdrive) ※ No.118122 appears only	P428
	Egg Bear (Aear Rampage) Appears only in No.118–122	P431
❸、❻	Mini-Coid	P447
	Puritsubomi	P445
	Wolf	P428
	Bee	P453
	Touripper Appears only when sunny	P447
	PuchiPuri	P445
	Rosa Camellia appears only when raining	P447
	Audreytsu ※appears only when raining	P446
❹	Blitzbud	P445
	Mini-Coid	P447
	Audreets (appears only when it is raining)	P446
	Mandragora (Aearl Overdrive) ※No.118122 appears only	P448
	Axe Peak (Aal Rampage) Appears only in No.118–122	P437
	Bee (Aal Rampage) Appears only in No.118–122	P453
	Wolf (Aearl Overdrive) Appears only in No.118–122	P428
	Eggbear (Aal Rampage) ※ No.118122 appears only	P431
❺	Wild Boar	P429
	Risu Risu	P428
	Gobrize	P439
	Mini-Coid	P447
	Gobgob (appears only at night)	P428
❼、❽、❿～⓭、⓳	Bee	P453
	Wolf	P428
	Chun-Chun	P435
	Trent	P446
	Sainossus (1)	P429
	Axe Peak	P437
	Piko Piko Appears only at night	P436
	Generator Boar appears only at night	P430

❾	Pi	P453
	Wolf	P428
	Chun-Chun	P435
	Trent	P446
	Sainossus (1)	P429
	Sainossus (2)	P429
	Axe Peak	P437
	Piko Piko Appears only at night	P436
	Generator Boar appears only at night	P430
⓮	Otaota	P450
	Trent	P446
	Chun-Chun	P435
	Gesogonga	P451
	Piko Piko Appears only at night	P436
⓯～⓱	Brifuwawa	P439
	Thief	P415
	Sorceress	P419
	Green Looper	P443
	Ribugaro (2) Appears only when raining	P430
⓲	Rhino	P429
	Brifuwawa	P439
⓴	Otaota	P450
	Aquates Assassin	P449
	Gobrize	P439
	Balloon Ghost Appears only when sunny	P439
	Jet Balloon appears only when raining	P439
㉑	Gentleman appears only when sunny	P441
	Druid	P419
	Gentle Replica appears only when raining	P441
㉒、㉓	Penguinist	P434
	Lime Wreath	P446
	Ice Bat	P436
	Ice Spirits	P440
	Byugur Byug	P437
	Weiss	P428
	Teegy Appears only during snow	P451
	Electilter Appears only when sunny	P450
㉔	Thief	P415
	Sorceress	P419
	Basilisk	P459
	Clubman	P449
㉕、㉖	Byu-Byu	P435
	Basilisk	P459
	Harihari	P450
	Tortus	P448
	Pappaka (appears only at night)	P436
㉗、㉘	Grasshopper	P453
	Buried Pit	P445
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	Pappaka ※Appears only at night	P436

㉙	Harihari	P450
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	Gentlematch (appears only at night)	P441
㉜、㉝	Bandit (2)	P415
	Horse Rabter	P434
	Grasshopper	P453
	Clubman	P449
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㉞	Aquates Assassin	P449
	Clubman	P449
㉟	Sonic Bee	P453
	Bee	P453
㊱	Horn	P428
	Sasord	P452
	Crystal Spirits	P441
	Yellow Looper	P443
㊲～㊴	Bilbel	P428
	Hawk	P433
	Deadly Insect	P453
	Risu Risu	P428
	Gaina Firefly ※Appears only at night	P453
㊵	Green Spider	P452
	Cactuss	P447
㊶～㊸	Green Spider	P452
	Cactuss	P447
	Swordbeak	P437
	Sand Thief	P415
	Cockatrice Appears only when sunny	P460
	Vashon Cockatrice Appears only at night	P460
4-46	Green Spider	P452
	Cactuss	P447
	Swordbeak	P437
	Onoono	P459
	Sand Thief	P415
	Druid	P419
	Dryad ※Appears only at night	P448
㊼	Gentleman Appears only when sunny	P441
	Druid	P419
	Gentle Golem ※Appears only during sandstorms	P455
㊽	Bilbel	P428
	Deadly Insect	P453
	Pacchi Pacchi	P436
	Leve ※Appears only at night	P428

㊾	Swordbeak	P437
	Cockatrice Appears only when sunny	P460
	Passion Cockatrice Appears only at night	P460
㊿	Swordbeak	P437
	Didrices	P446
	Superstar R	P442
(51)	Puchipuri	P445
	Puritsubomi	P445
	Alurane	P448
	Brifuwawa	P439
	Rosagigantia (appears only during sandstorms)	P440
(52)、(53)	Usausa	P427
	Critis	P428
	Burglar	P417
	Square Shoulder (appears only when sunny)	P431
	Biyobiyo	P437
	Eldas	P449
	Skinny (appears only when snowy)	P431
(54)～(56)	Piyopiyo	P437
	Critis	P428
	Usausa	P427
	Gekoresu	P450
	Eldas	P449
	Negunegu (appears only when snowy)	P448
	Skinny (appears only when snowy)	P431
(57)	Turquoise	P451
	Axyah	P448
(58)	Gekoresu	P450
	Burglar	P417
	Usausa	P427
	Square Shoulder (appears only when sunny)	P431
	Gekotama Appears only in snowy conditions	P450
	Skinny (appears only when snowy)	P431
(59)	Gentleman Appears only when sunny	P441
	Druid	P419
	Gentle Singer ※Appears only in snowy conditions	P441
(60)	Piyopiyo	P437
	Critis	P428
	Gekoresu	P450
	Eldas	P449
	Usausa	P427
	Gekotama Appears only in snowy conditions	P450
	Negunegu (appears only when snowy)	P448
(61)、(62)、(64)	Loctus	P449
	Skanky Appears only when sunny	P432
	Killer Bee	P453
	High Scankey Appears only during sandstorms	P432
(63)	Loctus	P449
	Skanky Appears only when sunny	P432
	Killer Bee	P453
	High Scankey Appears only during sandstorms	P432
	Superstar D ※Appears only during sandstorms	P443

Area	Monster	Page
65~72	Paincorn	P446
	Mantis	P454
	Venomies	P439
	Exlinox	P429
	Blooms — appears only at night	P446
	Poimies — appears only at night	P439
	Hippo — appears only at night	P429
73	Gentlemen appear only when it is sunny	P441
	Druid	P419
	Gentledesno (appears only at night)	P441

Area	Monster	Page
74	Beincorn	P446
	Mantis	P454
	Venomies	P439
	Exlinox	P429
	Blooms — appears only at night	P446
	Boimies — appears only at night	P439
	Hippo — appears only at night	P429
	Jooders (appears only at night)	P439
75	Piggaballoon	P440
	Superstar S (appears only at night)	P443

COLUMN

Use modes of transportation to conquer the field

While your only means of movement is on foot, your range of actions on the field is limited to the surface. After No.66, sea travel becomes possible with the Fiertia ship, and after No.94, aerial travel becomes possible with the Baul, so expand your range of activity as your means of transportation increase. However, note that the areas shown in the table at the top right cannot be explored unless certain conditions are met. In particular, acquiring rare materials summarized in the bottom-right table and completing the Collector's Encyclopedia and Monster Encyclopedia requires strengthening the Baul with the valuable item "Krones' Dew" obtained from the sub-event "Baul Race (1)" (→P370). Check as soon as the conditions for the sub-event are met.

If you strengthen Baul with "Kroness Dew," you will be able to land on the Zopher Iceblade Sea.

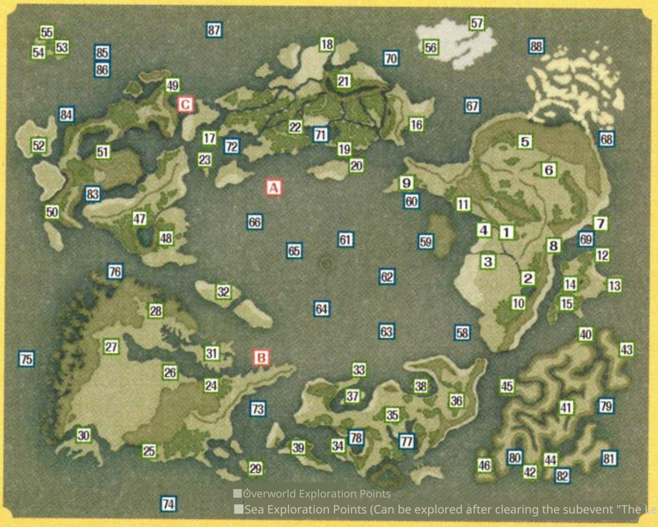
Areas that can be explored by meeting conditions

Regions	Conditions
21、59、73、75	After scenario No.147
22、47	After obtaining the valuable item "Krones' Dew"
70	After the sub-event "Labyrinth of Reminiscence" occurs

Monsters that drop rare materials

Monster name	Rare materials	Habitat Area	Weather
Hippo	Hippo's Yawn	65-72	Night
Generator Boar	Zigzag Fur	7–13, 19	Night after night
Pappaka	Beaked Trumpet	25–28	
Piko Piko	Piko-hammer Beak	7–14, 19	
Beuglbeek	Pelican Pouch	22, 23	—
Judas	Dragon Fossil	74	
Gentle Singer	Various Stones	59	Snow
Gentle Replica	Fragment of Super Vibration	21	Rainy Night
Gentle Desno	Cheegle Fur	73	
Superstar R	Red Star Stone	50	Sandstorm
Superstar D	Dja Star Stone	61.63	Sandstorm
Superstar S	Light Star Stone	75	
Blooms	Trent Flower	65-72	Night
Vaincorn	Prickly Cone	65–72	—
Aksia	Eternal Darkness Ink	57	Snow
Gaina Firefly	Green Light	37～39	Night
Gentle Golem	Magic Ore J	47	Sandstorm

List of Exploration Points



■Overworld Exploration Points
■Sea Exploration Points (Can be explored after clearing the subevent "The Legendary Man" (p.322))

About Exploration Points

Exploration points are scattered across the field, so when collecting synthesis materials it's good to travel around various locations with the Baul. Check the table on the right for those that appear at specific timings. Note that once an exploration point has been investigated, it will respawn if you stay at an inn or use a "goza" (mat) to rest.

Exploration points that occur at specific timings

51	Can be explored after the sub-event "Labyrinth of Reminiscence" (→P381)
56、57	Can be explored from Scenario No. 130 onward
74	Can be explored from Scenario No. 137 onward
A	Can be explored when the sub-event "Suki Suki Yuri (1)" (→P324) occurs
B	Can be explored when the sub-event "Suki Suki Yuri (2)" (→P330) occurs
C	Can be explored when the sub-event "Suki Suki Yuri (3)" (→P341) occurs

• Exploration point list by material item

Red bud	2、3、4、20、29、32、52、85
Aphid	15、17、19、37、39、68、70
Armadillo spike	12、17、65、70、71
Star Stone	71、74
Prickly Pinecone	12、25、48、65、72、78
Boar Hair	2(雨)、10、28、31、63、81、84
Iliki Ice	68、88
Ilikia Grass	1、1(雨)、3、5、6、9、12、15
Wekea Ore	40、41、42、44、45、79、80
Wekea Lizard Fossil	40, 42, 44, 45, 80, 82
Rabbit fur	11、45、49、64、66、79
Rabbit Ear	11、25、45、48、66、78
Aeru Mushroom	2(雨)、5、14、31、34、51、84、87
Primate Bristles	9、11、12、13、18、19、21、24、65、77
Golden Mane	11、45、66、69
Wolf Fang	1、4、23、25、26、28、48、73、76、78、81
Large Claw	1、6、30、39、43、53、56、59、83
Broken Dag	4、20、33、50、86
Seashell	4、7、16、22、28、37、48、54、72、73、75、81
Fanged Beast Pelt	2、14、39、64、67
Hard Hide	4、18、20、30、33、50、83、86

Hard Thorn	8、27、30、43、46、47、55、61、80
Crab Shell	5、18、30、33、39、50、86
Hippo's Yawn	12、65
Toad Oil	4、9、33、39、50、72、86
Turtle Shell	1、1(雨)、5、26、29、44、49、52、79、82
Turtle Tail	1、36、40、42、64
Jagged Fur	12、15、45、64、65
Knight's Holy Deep Water	6、14、35、53、56、59、88
Knight's Spring	6、9、18、31、34、51、53、56、59、84、87
Mushroom Powder	2、8、30、43、46、47、55、61、83
Kinoko Powder MAX	34,41,51,62,87
Fake Box Fang	69
Fishman Weapon	2、2(雨)、9、19、28、31、62、72、81、84
Fishman Fang	14、19、26、39、44、49、67、79
Fishman Dorsal Fin	1(雨)、2、5、7、19、23、26、29、52、72、76、79、82
Giant Exoskeleton	22、75
King aphid	15
Silver ore	54
Beak trumpet	10、36、63
Bear pelt	3、13、14、20、29、32、52、85

Gummi base	22、24、27、31、32、33、34、35、36、37、38、39、40、41、42、43、47、50、51、75、77、80、84、85、86、87、88
Spider Web	5、19、64
Green Light	15、66、68、72
Griffin Claw	22、75
Light Star Stone	71、74
Bat Wing	10、36、39、63、64
Gōriki Jewel	1(雨)、7、32、35、45、57、58、60、85、88
Small Bird Feather	1、2(雨)、4、22、25、28、48、73、75、78、81
Cockatrice Beak	67
Cockatrice Claw	45、67、69
Rubber skin	12、13、19、65
Rhino Horn	4、14、16、20、33、50、86
Cactus Spine	9、38、42、62
Geo Stone	13
Hell Scythe	15、18、68
Lion's Fang	12、65、67
Jet-black Sumi	2(雨)、3、9、10、18、20、28、31、39、63、81、84
Numbing Powder	2、2(雨)、9、14、16、28、31、62、81、84
Sturdy Vine	5、34、39、51、84、87
Pride of a Gentleman	13、15、68、71、74
Sacred Tree	2、5、13、23、29、39、52、79、82
Crystal	1
Sharp Blade	1、5、30、43、83
Blue Star Gem	17、70
Holy Horn	66、69
Red-Eye Lens	1(雨)、7、20、36、40、50、57、58、60
Red Star Stone	17、70
Giant Bird Beak	22、75
Mane	3、16、29、32、52、85
Chiigle Fur	69
Medium Bird Feather	19、37、65
Ultra-Vibration Fragment	69、71
Desue Gold Sand	25、26、27、30、32
Desue Iron Sand	24、25、26、27、30、31、76
Iron Foot	17、70
Iron Hilt	6、9、14、18、35、53、56、59、88
Iron Tip	6、14、18、32、35、53、56、59、85、88
Star St	71
Pointed Beak	3、29、32、52、85
Tsuneoka's Ink	38、62
Dragon Powder	22、75
Tolby Water	16、17、19、21、23
Tolby Fish	16、19、70、71
Trent's Flower	8、34、41、46、55、61、87
Donguri Met	11、12、25、48、54、65、78
Long Needle	12、13、14、15、17、18、19、22、25、45、48、64、65、67、68、70、71、72、75、78

Smelly Bag	67
Bio Claw	69
Steel Arrowhead	1(雨)、7、19、36、40、50、54、57、58、60、86
Basilisk Scale	4、13、22、28、48、73、75、78、81
Feather Harisen	10、36、63
Rose Flower	38、42、62
Flying Rabbit Ear	10、38、62、63
Pikohan Beak	10、36、63
蹄	5、14、34、51、84、87
Hibionia Coral	37、38、77、78
Hibionia Bark	33、35、37
Piyopiyo Egg	11、31、32、65、72、84、85
Mysterious Cloth (不思議な布)	1(雨)、7、20、36、40、50、54、57、58、60
謎 Stone	69
Puchi Puri Leaf	2(雨)、8、33、36、40、46、50、55、61、86
Puchi Puri Fruit	8、34、37、39、41、46、55、61、87
Freeze Stone	8、34、37、41、42、46、55、61、62、72、87
Blue Wing	23、73
Flay Stone	10、35、38、42、63
Bear Claw	69
Berikan Bag	15
Makah Jewel	6、20、30、39、43、47、53、56、59、83
Demon-Hunting Wine	6、7、32、35、45、53、56、57、58、59、60、85、88
Magic Ore	2、5、9、13、16、23、29、52、64、76、79、82
Magic Ore J	69
Magic Resin	16
Magical Tome Fragment	1(雨)、8、33、36、40、46、50、61、86
Monster Bone	5、13、14、20、31、34、51、56、59、84、87
Mandragora Eye	9、17、18、70、72
Water-repellent cloth	16、21、37、45、64、67
Insect Horn	9、28、31、39、62、81、84
Insect Wing	4、8、22、28、48、73、75、81
Soft Tail	4、29、32、52、82、85
Yuruzo Crystal	49、51、55、83、85、86、87
Yuruzo Fruit	47、49、51、53、83、85、86
Weapon of the Lizardman	26、44、49、67、79
Dragon Fossil	12、15、17、22、25、48、65、67、68、70、71、75、78
Green Starstone	17、70
Scale Dragon Skin	26、44、45、49、79
Rare Metal	23、24、27、28、29、30、32、43、47、52、71、74、76、77、80、81、82、83、85
Soul Fragment	17、67、70
Rover's Tentacle	18、71、72、74
Longhorn	22、73、75
Cotton Fluff	8、34、41、42、45、46、55、61

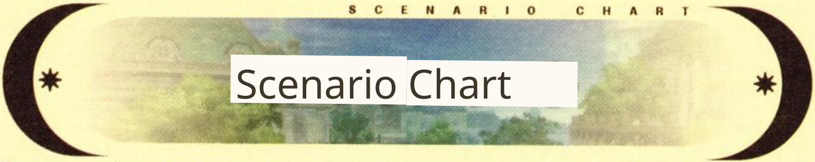
COLUMN

Collect valuable synthesis materials efficiently

At exploration points, you can sometimes obtain synthesis materials dropped by Gigant monsters. Except for "Rare Metal," the other synthesis materials can only be acquired in very limited locations, so refer to the table on the right and gather them efficiently. Note that the "Wolf's Great Fang" cannot be obtained from exploration points.

◆ Gigant-type synthesis materials that are rarely obtainable

Item Names	Exploration Point
Huge Shell, Giant Bird's Beak, Griffin Claw, Dragon Powder	22、75
Longhorn	22、73、75
Blue Wing	23、73



Scenario Chart

A progression chart that lists the summary number and title, and the destination, to follow the flow of the story. It also notes the party members at that point and the timing of sub-events.

Part One

No. 1 Water Conduit Magus Device Breaks → P151

Town: Imperial Capital Zaferius

The magic core of the waterway magick device is stolen. Pursue the magic-core thief and, based on information, head to Mordio's manor in the noble district.

Sub-event

☐ Wonder Reporter (1) Limited Ti →P306

No. 2 Noble District Infiltration! → P151

Town: Imperial Capital Zaferius

They find the Magic Core Thief but let him escape. Outside the mansion, they fight Adecour and Bokkos, who were lying in wait.

No. 3 Escape from the Dungeon → P154

[Dungeon] Zarfius Castle

Captured by the knights and imprisoned in the dungeon. With the help of a mysterious old man he met, he escapes the cell.

No. 4 Encounter with a Mysterious Girl → P154

[Dungeon] Zarfius Castle

He helps a mysterious girl being chased by knights and goes with her to Fren's private chamber inside Zafeas Castle.

No. 5 Assassin's Attack → P155

[Dungeon] Zarfius Castle

Fight Zagi in Fren's private chamber. To return to the lower town, search for the goddess statue mentioned by the mysterious old man.

No. 6 Secret Underground Passage → P157

Dungeon: Imperial Capital Zaferius Waterway

Found an underground passage beneath the goddess statue. Proceed through and escape to the noble district.

No. 7 Youth of the Imperial Capital, North → P157

Town: Imperial Capital Zaferius

With the cooperation of the townspeople of the lower town, they set out from Zarfius. They head north of the town toward Ha

☐ Inn "Adventure King" (1) Limited time →P306

No. 8 Repelling External Enemies → P159

Town Dei on Fort

On the way to Harur, monsters appear at the Deidon Fortress where they stop over, delaying them at Deidon Fortress.

Side event

☐ Mysterious Man (1) Limited Time P306

No. 9 Fortress Rescue Drama → P159

Town Dei on Fort

Ask Kaufmann, the president of the "Market of Happiness", about the passage to Harur west of the fortress, then head to the Quoi Forest.

No. 10 The Cursed, Suffering Forest → P161

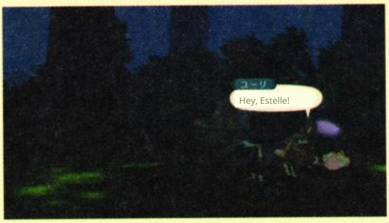
Dungeon: Kuo'i Forest

Arrive at Kuo'i Forest, which is rumored to be cursed. To reach Haruru, head for the forest exit.

No. 11 Fallen Girl →P161

[Dungeon: Kuo'i Forest

Discovered a broken magitechnical device in the center of the forest. Receiving its light, Estelle collapses. Rest for her.



Estell suddenly collapses in Quoy's Forest. Nearby, could it be that the broken magitechnic device is having an effect?

No. 12 Attack of the boy who hunts demons →P161

[Dungeon: Kuo'i Forest

At the forest exit, Karol, the boy with the "Huntsman's Sword," joins the party. Join the party. Head out to the field and make for Haruru.

Sub-events

☐Inn "Adventure King" (2) →P306

No. 13 The Outcome of the Flower Town →P163

Town: Harturu, the Flower Tow

I hear that Haruru's Tree, a barrier magic device, has withered. From Karol I learn information about the "Panacea Bottle".

No. 14 Tree, be beautiful again →P163

[Dungeon: Kuo'i Forest

To collect the synthesis materials needed for the "Panacea Bottle", I head to Quoi Forest. There I fight an Eggbear. To

wn: Flower Town Haruru

After obtaining all the synthesis materials, return to Haruru. Go to the town shop to synthesize the "Panacea Bottle".

No. 15 Restore the tree to its original state →P163

Town: Harturu, the Flower Town

The "Panacea Bottle" is completed. They go under Haruru's tree to try to heal, but it has no effect.

No. 16 Girl Who Performs Miracles →P163

Town Flower Town Harul

With Estelle's power, the Harul tree is revived. Chasing the magic core thief again, they head northeast toward Aspio.

No. 17 To Aspio →P165

Town Academically Closed City Aspio

They try to enter the city of Aspio from the front, but are stopped by guards at the main gate.

No. 18 The Town Hidden Beneath the Mountain P165

Town Scholarly Closed City Aspio

Enter Aspio through the back entrance. Go to Moldio's house on the outskirts of town, and there meet Rita.

No. 19 Aspio's Genius Magitechnician →P165

Town Scholarly Closed City Aspio

Together with Rita, who seeks to clear the suspicion of being a Demon Core thief, head out to the field and make for the Shaikos Ruins.

Sub-event

☐Collector's Encyclopedia (1) Limited Time P306

No. 20 Ruins Floating on Spring Water →P168

[Dungeon Shaikos Ruins]

Find a hidden staircase in the depths of the Shaikos Ruins. In the underground area, obtain the "Sorcerer's Ring".

No. 21 Humanoid magic device in the depths of the ruins P168

[Dungeon Shaikos Ruins]

Discovered what appears to be a magic-core thief in the deepest part of the underground. Suddenly, a humanoid magic device Goliath activates and

No. 22 Not afraid of thieves →P169

[Dungeon Shaikos Ruins]

Obtain information from the magic-core thief about the mastermind hiding behind him. Decide to return to Aspio for now.

No. The genius mage also joins the party → P170
23

Town Scholarly Closed City Aspio

Head to Haruru to see the state of the healed Haruru tree.

Rita joins the party.

Sub-events

Lost item is (1) Limited time →P306

No. The Sorcerer's Curiosity → P170
24

Town: Haruru, the Flower Tov

At the entrance to Haruru, receive Furen's letter from the village chief.

Go to the Haruru tree to check on the situation.

No. Bounty Head → P170
25

Town: Haruru, the Flower Town

Following the letter, decide to head for Capua Noru.

At the town gate, fight Adecor and Bokkos.

No. Hill Overlooking the Sea → P172
26

[Dungeon: Efmid Hill

On the way to Capua Noru, discover a magitechnical device on Efmid Hi

Fight Gattuzo on the hillside.

Sub-event

☐ Under Haruru's Tree → P307

No. Let's go over the hill → P173
27

[Dungeon: Efmid Hill

Arrive at the top of Efmido Hill. Descend the hill and head from the field to Kappua Noru.

Sub-events

Entrance Grave Visit (1) Limited time → P307

☐Destroyer of Magitek Devices Limited time → P307

No. Uneasy Port Town → P175
28

Town: P City Kapua-Nor

Fight the Red-Eyed in the back alleys of Kapuwanole. To assist

Reunited with the appeared Fren, heading to the inn.

No. Mysterious Girl → P175
29

Town: Port City Kapwanole

When you go to Ragow's mansion, you meet a mysterious girl at the mansion gat

Return to the inn to check on your companions.

ユーリ
Have you done this m
ch and now plan to run away?
Hey hey

A girl quarrels with the gate guard of Ragow's mansion. Seeing that she is at a disadvantage, she disappears in a puff of yellow smoke. Su

☐ Dice Game → P307

No. The Tyrannical Regent → P176
30

Town: Port City Kapwanole

Attempt to meet Governor Ragou but are driven away.

Leave the town to search for offerings for Ragou.

No. To Capture Risgaro → P176
31

[Field Mulrockia Peninsula - South]

In the southwest forest, discover and fight a Ribugaro. If you win against Ribugarc

you can obtain the "Golden Horn".

Town: Port City Kapwanole

Give the "Golden Horn" to Tygre. To force a breakthrough, head to Ragou's mansion.

No. Underground with monsters → P179
32

【Dungeon Ragou's Mansion

Infiltrate Ragow's mansion. Explore the underground and discover Ragow in a c

cell room, but he escapes.

No. Reunion with the Girl → P179
33

【Dungeon Ragou's Mansion

After rescuing the mysterious girl Patty, who had been held captive in the basemer

they continue exploring the underground in pursuit of Ragow.

No. 34 Great Chaos at the Ragow Manor →P180

【Dungeon Ragou's Mansion

Although a magical device that controls the weather is discovered, it is destroyed by a Dragon Tamer, and in the ensuing chaos Ragou manages to escape. Town: Port town Kapwanol

Ragou is trying to flee by ship. You pursue him and head to the dock behind the mansion.

No. 35 From the sinking ship →P180

[Dungeon: Onboard]

Fight Zagi on board the ship. After repelling him, the ship sinks, but they are rescued by Flynn and the others.

No. 36 The Little Rogue Who Escaped Guilt →P183

Town The port town Kapua Trim

Head to the Kapua Trim inn, and then Raven

Hear information from から that appears to point to the mastermind behind the magic core theft.

Sub-events

Mouth Report	Limited Time P307

No. 37 Warning of Demon Hunting →P186

[Dungeon: The Dead City Karbokram]

Head to the western ruins Karbokram, where the mastermind behind the incident is said to be.

Go there. There you encounter the "Demon-Hunting Sword."

No. 38 To the underground cavity of the ruins →P187

[Dungeon: The Dead City Karbokram]

Obtain the password and descend to the deepest part of Karbokuram Underground.

Fight the awe-inspiring giant sealed within the magical device.

No. 39 Arrest of the Downtown Youth! <-P187

[Dungeon: The Dead City Karbokram]

When you proceed to the exit of Karbokuram, you are captured by the knight squad lying in wait. You are taken to Heliod.

No. 40 All sins are wiped clean →P189

Town Newly developed city Heliod

Freed by Estelle and Yodel's power. Afterwards, fight Adecor and Bokkos who are in front of the inn.

No. 41 Disturbance of the magical device →P189

Town: Newly developed city Heliod

After staying overnight at the inn, go to the Knights Corps headquarters. There, the barrier magic device runs amok, and Rita stops it.

No. 42 The Genius Mage's Exploits →P190

Town: Newly developed city Heliod

Head to the inn to let Rita rest. After talking with Karol in the hallway, take a short rest in the room.

No. 43 Dragon Tamer, Attacks Again →P190

Town: Newly developed city Heliod

A dragon tamer appears at the inn but leaves immediately. Head to the plaza to check the barrier magic device.

No. 44 Given Mission →P190

Town Newly developed city Heliod

Meet Commander Alexei. Seeking clues about the "Crimson Bond Mercenary Corps," head to Dungrest, where guilds gather.

Sub-events

☐ The Princess's Mentor	Limited Ti → P307
☐ Yuri and the Knights	Limited Time P308
☐ Worker	Limited Ti → P308
Rowander Reporter (2)	Limited Time P308
Mysterious Man (2)	■ Limited Time P308

No. 45 Guild's Nest →P192

Town Guild's Lair Dungrest

Upon arriving in Dungrest, the party heads to the Guild Union headquarters to meet Don, who oversees the guilds.

Sub-events

Rousagi Guild	→P308

No. To Protect the Beloved Town! → P192
46

Town Guild's Lair Dungrest

Repel the monsters and the Red-Eyed that invaded the town, visit Union Headquarters and then head to the Cave Mock Great Forest.

No. The Emerald-Sleeping Great Forest → P196
47

[Dungeon: Cave Mock Great Forest]

The Cave Mock Great Forest, where monsters are becoming ferocious. The abnormal cause must be investigated, so proceed aiming for the deepest part.

Sub-events

☐ I hate bugs! Limited Tim → P309

☐ Wisdom of years Limited Time → P309

No. A Girl Playing with Insects → P196
48

[Dungeon: Cave Mock Great Forest]

Meet Patty for the third time. After that, proceed to the source of Air I located in the deepest area and fight Gigalarva.

No. Silent Eal → P197
49

[Dungeon: Cave Mock Great Forest]

Meet Don at the exit of the Great Forest. Since Don returned a little earlier, head to Dangrest to learn information about the mastermind from him.

No. Letter from a Candidate for Emperor → P198
50

Town Guild's Lair Dungrest

An incident occurs at the Guild Union headquarters. Yuri volunteers to take the place of Flynn, who is imprisoned by the Guild.

No. Friendship Crystal → P198
51

Town Guild's Lair Dungrest

After the release, go out into town. Consider ways to infiltrate the tavern that serves as the hideout of the "Red Bonds Mercenary Corps."

No. Quiet Underground Sewers → P201
52

[Dungeon: Oathbound Underground Sewers

Guided by Raven, they enter the underground sewers. In the dimly lit underground they explore the passageways and proceed along the route that leads to the mastermind's lair.

No. The Oath Inscribed Underground → P201
53

Dungeon: Oath Underground Sewers

In the depths of the underground sewer, the "Union Covenant" carved into the w

Discovered it. Then, pass through the underground sewer.

Town Guild's Lair Dungrest

Infiltrate Dangrest's tavern "Crimson Meteor Shower." Go up to the 2nd floor and corner the mastermind Valbos.

No. The Mastermind Cornered → P206
54

Dungeon: Gear Tower Gasphalost

Travel to Gasfalost with the dragon tamer who appeared at the tavern. They are taken captive, but escape the cell with the dragon tamer.

No. Pavilion Standing in the Gale → P206
55

[Dungeon Gear Pavilion Gasfarost

Join up with the arriving companions. While solving the mechanisms, head for the summit of Gasfarost where Valbos is located.

No. The Storm's End → P207
56

[Dungeon Gear Pavilion Gasfarost

Fight Barbos. Recover the magic core of the aqueduct magus device, and the incident that began with the magic-core thief comes to a close.

Part Two

No. The One to Be Judged → P208
57

Town Guild's Lair Dungrest

Find Flynn and Ragou in the center of Dangrest. Afterwards, go to the inn and rest.

No. Execution of the Guilty → P208
58

Town Gu's Lair Dungrest

After leaving the inn, Yuri meets Flynn at the knights' garrison camp. Yuri cuts down Lagou.

No. 59 Turmoil Breeds Turmoil →P208

Town Guild Nest Dungrest

The town's bridge is destroyed by a fellow's attack. Judith rejoins the party and they leave the town.

Sub-events

Mysterious Man (3) Limited Time P309

☐Brionac (1) →P309

Field: North of the Torbikya Continent

Head for Heliod, the nearest town. Proceed east across the field from Dungres to the field.

No. 60 New Guild Formed! →P208

[Field Torbikia Continent · East

On the way to Heliod, Yuri and the others establish the guild "Resplendent Morning Star." They proceed eastward again.

No. 61 Missing Town →P209

Town: Newly developed city Heliod

Arrive at Heliod. After staying overnight, in front of the barrier magic device When you go, you will reunite with the Kapua Nole parent and child.

No. 62 How to Make a Lovely Dress →P209

Town: Newly developed city Heliod

After luring the worker camp guard away with seduction, head to the Knights' headquarters. Meet up with Rita.

No. 63 The Actual State of the Emerging City →P210

Town: Newly developed city Heliod

Found Captain Kyumor of the Knights in the workers' camp and fight the "Sea Fiend's Claw" led by Jaeger.

No. 64 Liberation from Tyranny →P210

Town: Newly developed city Heliod

Repel Jaeger. Leave the cleanup of the workers' camp to Fren, then pursue Kyumore into the field.

No. 65 Friendly Accord on Hold →P211

Town Port Town Kapua Trim

While chasing Kyumor, they reunite with Raven on the field. For the time being, they head to Kapua Trim.

No. 66 Beware of Fishmen →P211

Town: Port Town Capua・Trim

Go to the inn and talk with Raven. After reuniting with Kaufmann at the harbor, take on the escort of the Fiertia ship.

Sub-events

☐ Storage Organization (Deidon Fort)	→P348
☐Warehouse Organization (Kapua Trim)	→P349
☐ Appearance of a Dragon Tamer? (1) [Limited Tim	→P309
☐Defeat Gigant Monster	→P344
☐Smooth-Talking Man (1)	→P309
☐ Ghost's Lost Item	→P310
☐Smooth-Talking Man (2)	→P310
☐Karol's Happy Dream	→P310
☐Collector's Encyclopedia (2) Limited Ti	→P310
☐ Bounty Head (1)	→P310
☐ Chasing the Cat	→P310

No. 67 Slaying the Fishmen →P211

67 ISTIQIBI

[Field: North Murrokia Peninsula

Aiming for Nordpolica, travel south by sea from Kapua Trim by boat. Along the way, you are attacked by fishmen.

Sub-event

☐ Reunion with Big Boss	→P311
☐Remnants of a Rival	→P311
☐ Big Boss Returns	→P311

[Field: Inner Sea]

Reunite with Patty. Afterwards, the ship becomes enveloped in fog and stops, and they board the suspicious collided ship in search of clues.

No. 68 Ghost Ship Drifting in the Fog →P214

Dungeon: Ghost Ship Arselm

The suspicious ship turns out to be a ghost ship. After splitting into two teams to explore they reunite inside the ghost ship. Head for the captain's cabin.

No. Mysterious Small Box → P215

69

Dungeon: Ghost Ship Arselm

In the captain's cabin you find a red small box and fight the ferocious warrior of the Wandering Corpse. After that, the ship sets sail again and heads south once more.

Sub-events

☐ Dedekki's Fate Limited Time P311

☐ Acquire Seafood Bowl Recipe → P312

No. City Where the Warrior's Song Resounds P217

70

Town Arena City Nodepolica

Arrive at Nodepolica, ruled by the "Hall of Warriors." To meet Belius, head to the arena located deep within the town.

Sub-events

☐ Words of Admonition Limited Time P312

☐ Dragon Tamer Appears? (2) Limited Time→ P312

No. The Commander on a New Moon Night P217

71

Town Aren City Nodepolica

The meeting with Belius is refused, so they stay at the inn. Go out into town to search for Raven, whose whereabouts are unknown.

No. Patty's True Identity → P217

72

Town Arena City Nodepolica

Near the dock you see Patty. Learning that she appears to be Ifrit's (アイフリード) grandchild, you rest at the inn. Sub-event

Mysterious Man (4) Limited Time P312

No. A minor problem at the arena → P217

73

Town Arena City Nodepolica

At the request of Largie, the leader of the "Ruins Gate," Yuri enters the arena. There he ends up fighting Flynn.

Sub-events

☐ Erase Limited Time P312

No. Decisive Battle! Arena → P218

74

Town Arena City Nodepolica

Zagi barges into the arena. Defeat the rampaging monsters, and pursue the fleeing Ragi to the west across the field.

No. Air-emitting Cave → P221

75

[Dungeon Cados' Throat

Go to Cados' Throat. In the deepest part, Ragi's true identity is revealed to be Jaeger. After that, fight Pterops.

Sub-events

☐Mysterious Man (5) Limited Time P312

☐ Renowned Chef (1) → P313

No. Scorching-Wind Oasis &lt;-P223

76

Town: Mantike, the City of Water and Yellow Sand

Chase Jaeger to Mantike. Talk with the companions in town and head to the inn to rest.

Sub-events

Rowander Reporter (3) → P313

No. Determination to Enter the Desert → P223

77

Town: Mantike, the City of Water and Yellow Sand

You receive a water flask from the innkeeper. At the oasis you meet a young brother and sister and set out to find their parents.

No. The governor's unreasonable order →P223

78

Town: Mantike, the City of Water and Yellow Sand

To meet the fellow that attacked Estelle, leave the field and head west to the Cogol Desert. Sub-event

☐Estellise's Precious Thing Limited Time P313→

☐ Hidden in Darkness Limited Time P313

No. Place Where Cacti Grow → P226

79

Dungeon: Cogol Desert

After rescuing the siblings' parents deep in the desert, fight the Outbreaker. Although it is defeated, the party loses consciousness.

No. 80 The Ideal Land Passed Down in Stories → P228

Town Ancient Tomb Village Yormgen

Wake up at the Yormgen inn. Give the red little box to Yuifan and go to the sage's house located north of the town.

Wow... this is
Could this be Akir...

Yuifan, who was also mentioned in the Arselm's captain's log. Using the key she carries, obtain the "Crystal of Clear Time" from the small box.

No. 81 The Clear Time Crystal Is Broken → P228

Town: Ancient Tomb Village Yormgen

The contents of the red small box, the "Clear Time Crystal," are destroyed by Duke. Return to Nordpolica to meet Belius.

No. 82 Crushing Tyranny → P228

Town: Mantike, the City of Water and Yellow Sand

Take a temporary rest at Mantyk's inn. Yuri Slip out of the inn and corner Qumor.

Sub-events

☐ Reward for helping people → P313

No. 83 Tyrannical Knight, Missing? → P228

Town Mantaik, the city of water and yellow sand

Go to the oasis and speak with Flynn. To return to Nordpolica, go out to the field and head for Kados's throat.

Sub-events

☐ Arijigoku (1) Limited Time → P313
☐ Guild Job (1) Limited Time → P314

No. 84 Throat Plugged → P229

[Field: Mother Cados Mountains — West Desert]

From a merchant encountered on the field, you hear that the Cados Gorge has been blockaded by the knight corps.

[Dungeon: Cados Gorge]

Break through the blockade using Patty's idea. From Nordpolica backtrack the way you came and pass through the Cados Gorge.

No. 85 On a New Moon Night → P230

Town Arena City Nodepolica

Arrive at Nodo Polica. To meet Belius, head to the Governor's private chamber at the back of the arena.

No. 86 Meeting with the Governor → P230

Town Arena City Nodepolica

During the meeting with Belius, Nodo Polica is attacked by the "Demonhunting Sword." Return to the arena to calm the disturbance.

No. 87 Turmoil in the Arena City → P230

Town Arena City Nodepolica

Fight a group of "Demon-Hunting Swords" in the arena and rescue Nats. After that, battle the rampaging Belius.

No. 88 Fieltia Ship Adrift → P231

[Field: Inner Sea]

Head to Danglest by ship. Suddenly Judith destroys the driving magitechnic device and flees. Restart with reserve power.

Sub-event

☐ Yuri's Downtown Life Limited Time → P314
☐ Money Is Important Too → P314
☐ Fashionable Guild → P315

Town Guild's Lair Dungrest

When staying at the inn, you are told that Don has headed to the Mansion of Vice. Leaving Karol behind, head west across the field.

No: The Aged Hero 89 → P233

[Dungeon: Mansion of Depravity

At the Mansion of Depravity, Jaeger's underling and the Red-Eyed man are arguing. After that, you will fight the Red-Eyed man.

No. Mansion That Lures to Death 90 → P233

[Dungeon: Mansion of Depravity

When infiltrating the Mansion of Corruption, you encounter a scene on the second floor where Don and Jaeger confront each other. Defeat the Red-Eyed and pursue them.

No. Corruption Showdown 91 → P233

[Dungeon: Mansion of Depravity

With no resolution, Don returns to Dangrest. Fight the Red-Eyed again and pursue Don.

No. The Superstar Falls 92 → P233

Town Guild's Lair Dungrest

Don commits suicide. After talking with the companions in town, based on the information obtained, Yuri and the others head to

No. The Mountain Where Dragons Live 93 → P236

【Dungeon Mount Temza

Heading south toward Mount Temza aboard the Fiertia. Arrive at the foot of the mountain, where the scars of the Human-Demon War remain.

Sub-events

☐Likes women (1)	Limited Time→P316
☐Do your best, boy	→P316
☐Who will inherit it?	Limited Time→P316
☐As a Leader	Limited Time→P316
☐The Truth of the Ruins' Gate (1)	Limited Time→P316

No. Towards the Summit 94 → P236

【Dungeon Mount Temza

Chase Judith to the summit. Repel Tison and Nan and ride Judith's partner Baul back out to the field.

No. Bird Dwelling in the Desert 95 → P237

【Dungeon Mount Temza

Ride a baul to the southeast of Mount Temza. Head toward the rocky desert where a fellow is said to be.

Judith

It has been passed down even among the bauls. I'm sure of it.

Your feelings

Estelle worries about the growing baul. Judith gently encourages Estelle, who is troubled by her own power.

Sub-events

☐ Arijigoku (2)	Limited Time→P316
☐ Judgment	Limited Time→ P317
Portrait of Ronan	Limited Time→P317
☐ After Belius's Death	Limited Time→P317
☐ The Endless Slash	→ P351
☐ The Ravaged Town	→ P317
☐ Likes Women (2)	Limited-time→P317
☑Meal-Serving Game	→P318
☐Guild Boss	Limited-time→P318
☐Guild Work (2)	Limited-time → P319
☐Monster Compendium (1)	→ P319
☐Brynhildr (2)	→ P319
☐Dragon Tamer Appears? (3)	→ P319
☐Let's Create a Signature Dish	→ P320
☐Warrior of Mourning (1)	→ P320
☐Grave Visit (2)	Limited Time→P320
☐Hermes' Treatise	→ P321
☐ The Truth of the Ruins' Gate (2)	Limited Time → P321
☐Sorcerer's Ring Change (1)	→P321

No. The Truth of the Child of the Full Moon 96 → P238

[Dungeon: Fellow's Rocky Area

Talk with Fellow deep in the rocky area. Seeking clues to the hidden town Myorzo head toward Aspio.

No. 97 Kritia, the Guide →P238

Town Scholarly Closed City Aspio

Extract from Thort the location of the bell that opens Myorzo's gate.

Go to Rita's hut and reunite with your companions.

No. 98 The Accused Girl →P238

Town Scholarly Closed City Aspio

When you go to the plaza, you encounter a scene where a guild member of the "Gate of Ruins" is abusing Patty.

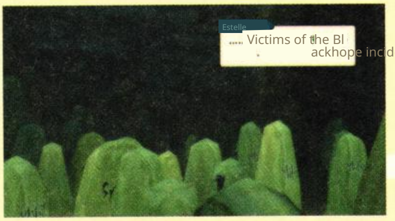
After the commotion dies down, leave the town.

No. 99 The Tomb Deep Inside the Cave →P239

Dungeon Renansra Rock Hollow

In Renansra Rock Hollow, you discover the "Mylzo Signpost."

Head toward the Egoso Forest, where there is an entrance to Mylzo.



Estelle

…… Victims of the Blackhope incident rest here......

In Renansra Rock Hollow, there are grave markers for the victims of the Blackhope incident. Seeing them leaves Patty dazed and speechless.

No. 100 The Forest Hailed as a Sanctuary →P242

[Dungeon] Egoso Forest

Fight the guards in the Ego-Saw Forest and stop the two war magitechs they are protecting.

No. 101 The Joy of Being Recognized →P242

ISE TWO

[Dungeon] Egoso Forest

Head to the summit to destroy the second war magitech. Split into two groups and fight the guards.

No. 102 The Mysterious Shadow Covering the Sky →P242

[Dungeon] Egoso Forest

When you sound the "Myorzo Signpost" in Egoso Forest, Myorzo appears in the sky. Head there by Baur.

Sub event

☐ Storeroom Sorting (Myorso) →P349

☐ Fragment of Memory (1) →P321

No. 103 The Town Where Recluses Gather →P244

Town: Mylzo, City of the Crithia

You arrive at Mylzo, a town of the Crithia. To hear the folklore passed down among the Crithia, you head to the elder's residence.

No. 104 Bringer of Calamity →P244

Town: Mylzo, City of the Crithia

After hearing the legend from the elder, Estelle and Raven disappear. Enter and exit the town to search for them.

No. 105 The Two Who Disappeared →P244

Town: Mylzo, City of the Crithia

From Mjolzo's master you hear that Estelle and Raven are headed toward the Yormgen area, so pursue them in Baur.

Sub-event

☐ Head Servitor of the Progenitor Limited Ti →P321

No. 106 The Knight Captain's Confession →P245

Town: Ruined Village Yormgen (Truth)

At the ruins of Yormgen, the mastermind is revealed to be Alexei. To rescue Estelle, Flynn joins the party.

Sub event

☐ What Knighthood Is →P322

No. 107 Monsters vs. Mobile Fortress →P250

STRINI

Field: Hippionia Continent

As you approach the Hippionia Continent, Hercules bombards the progenitor's slave leader Astar. They arrive at the entrance of the temple.

No. The Resting Place of the Sublime One → P250
108

[Dungeon: Forgotten Temple Bakthion]

In the deepest part of the temple, Raven's true identity is revealed to be Schwein, leading to a battle with Schwein.

Sub-events

I want a lantern — Limited time → 22

No. Death of the Knight Captain → P251
109

[Dungeon: Forgotten Temple Bakthion]

To rescue Estelle, who was captured by Alexei, ride the Baul and head to Hercules.

シュヴァーン
It won't hold for long......
Escape quickly

Baction collapses along with the conclusion. Schwan sacrifices himself to save Yuri and the others.

No. The Knight Commander moves to the mobile fortres
110

[Dungeon: Mobile Fortress Hercules

Meet up with Raven at the entrance of Hercules. Head to the control room to stop Hercules and fight Zagi.

No. Searching for the Power Room → P256
111

[Dungeon: Mobile Fortress Hercules

Head to the power room to stop Hercules' bombardment. Use the "Order of the Sky" to destroy the power core.

No. Stop the mobile fortress → P256
112

[Dungeon: Mobile Fortress Hercules

The Hercules' main gun misses Zaphias, allowing it to escape danger. To Zaphias, where Estelle awaits.

No. The Commander Goes to the Imperial Capital → P257
113

Town: Imperial Capital Zaferius

An attempt to rescue Estelle from the air in a Baul fails, causing a crash landing in the field.

No. The air that envelops the imperial capital → P257
114

Town: Port City Kapua-Nor

After confirming the companions are safe, go to Kapuwanohr to rest for the ti

Rest at the inn.

No. To the imperial capital via the northern route → P257
115

Town: Port City Kapwanole

To return to Zaiphias, travel on foot along the road north of Ef mid Hill and head toward the Zopher Iceblade Sea.

No. Sea Sealed by Ice → P260
116

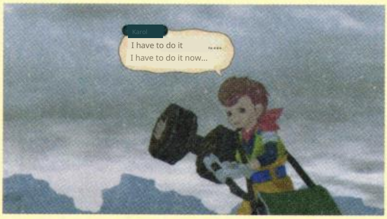
Dungeon: Zopher Iceblade Sea

They arrive at the Zopher Iceblade Sea, where enormous monsters roam. To reach Zaiphias, the party aims for the exit.

No. Threat Beneath the Ice → P260
117

[Dungeon: Zopher Iceblade Sea

Fight Byte Joe, who set the Airclean trap. After defeating him, head to Harururu to gather information.



A cunning enemy, Byte Joe, uses Aercleanes for hunting. Karol, who escaped the trap alone, bravely confronts them.

No. A Town That Welcomes the Imperial Capital → P261
118

Town: Haru, the Flower Town

After arriving in Harul, Karol collapses. They go to an inn to let Karol rest.

No. 119 The Duty of a Noble → P261

Town: Harluru, the Flower Town

Reunite with Yodel in front of Harul's chief's house.

Return to the inn once to check on Carol.

No. 120 Determined Resolve → P261

Town: Harluru, the Flower Town

Yuri sneaks out of the inn with Lapid. They head toward Quoi Forest to make for Zarfias.

No. 121 The Imperial Capital's Disappearance &lt;-P261

Dungeon: Kuo'i Forest

Proceed through the Quoi Forest and reunite with the companions who chased after you.

Exit the Quoi Forest and head to Zaphias.

Sub-events

☐ Mysterious Man (6)	Limited time → P322

No. 122 Knight VS Battle Machine → P261

[Field: Mybkia Plains - North

When leaving the forest, the knight corps led by Flynn and the combat machines unleashed by Alexei clash. Seizing the opportunity, they head for the Imperial Capital.

If... then no matter what the outcome may be, I believe that is for the best.

The final defensive line of combat machines blocking the invasion of Zaphias will be handled by Flen's squad.

No. 123 Storm Enveloping the Imperial Capital → P262

Town Imperial Capital Zarfius (Anomaly)

Zephias, where the Ael has run amok, is entered from the merchant district.

Pass through the noble district and head toward Zephias Castle.

No. 124 Familiar Faces → P265

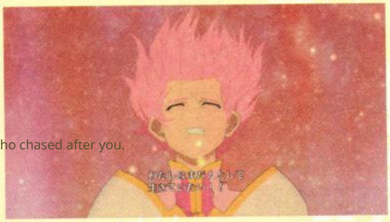
[Dungeon Zarfius Castle

Meet the evacuees from the lower town in the castle's dining hall. Fight Estelle on the Mishinken Staircase located in the deepest part of the castle.

No. 125 At the End of the Staircase → P266

[Dungeon Zarfius Castle

Save Estelle, who was being controlled by Alexei. The Zaude Unassailable Palace appears at the navel of Telka/Ryumilés.



After two battles, Yuri and the others' appeals succeed. Estelle finally regains her sanity.

No. 126 Ambition Shattered → P266

[Dungeon: Imperial Capital Zaphias

After resting, all the companions are reunited. Go out to the field, and head to the Zaude Citadel by boat.

Sub-events

Mysterious Man (7)	Limited Time	→ P322
☐ Legendary Man		→ P322
☐ Fond of Children		→ P323
☐ Warehouse Organization (Node Polica)		→ P350
☐ Antlion (3)	Limited Time	→ P323
☐ To the Phantom City	Limited Time	→ P323
☐ In the Phantom	Limited Time	→ P323
☐ Night Emperor		→ P323
☐ Renowned Chef (2)		→ P324
☐ Warring Mourner (2)		→ P324
☐ Demonic Sword (1)		→ P324
☐ Yūmanju		→ P364
☐ Open-air bath is nice (1)		→ P365
☐ Open-air bath is nice (2)		→ P365
☐ Suki Suki ♥ Yuri (1)		→ P324
☐ Justice without strength is powerless		→ P324

No. 127 Infiltration of the Ocean Palace → P270

[Dungeon: Zaude Unconquered Palace]

Infiltrate the Zaude Unconquered Palace and head for the deepest part where Aleksei waits. Along the way, fight Jaeger, who lies in ambush.

No. 128 Surpass the Obstruction → P271

[Dungeon: Zaude Unconquered Palace]

While solving puzzles that use blocks and water levels, further progress the exploration of the Zaude Impregnable Palace.

No. 129 Discovered Treasures → P272

Dungeon: Zaude Impregnable

After discovering the "Beautiful Star," fight Alexei in the deepest area. Yuri falls into the sea and goes missing.

Having won the final battle against Alexei, Yuri and the others. However, the power of Zaude's Impregnable Palace is lost and the Star Eater is resurrected.

Part Three

No. 130 Fall → P274

Town: Imperial Capital Zaferius

Yuri wakes up in his room. He returns the "Heavenly Codex" to Duke, and then reunites with Estelle and the others in the lower town.

No. 131 The One Who Returned → P274

Town: Imperial Capital Zaferius

Judith and Patty reunite on Citizen Street. They head out into the field toward Aspio, where Rita is waiting.

No. 132 Dargrest Is Home → P274

Town Scholarly Closed City Aspio

Go to Aspio's Rita's Hut and rendezvous with Rita.

Leave the town and head to Dargrest, where Karol and Raven are waiting.

No. 133 What Remains of Humanity → P274

Town Guild's Lair Dungrest

Reunite with Karol and Raven. Receive Belius's Sacred Core from Harry and head toward the Zopher Ice-Blade Sea.

Sub-event

☐ Alexei's Research	→ P325
Roguild's Work (3)	→ P325
☐ Guild Work (4)	→ P325
☐ Guild Work (5)	→ P325
☐ Favorite Toy (1)	→ P326
☐ Get the Sexy Outfit	→ P326
☐ Baby Rhapsody	→ P326
☐ Mysterious Humanoid Magitechnical Device	→ P326
What Roieger Left Behind	→ P327
☐Karol's Favorites	→ P327
☐Royal Lineage	→ P327
☐Border Rapid	→ P372
☐Knight Order Captain Chief	→ P327
☐ Bounty (2)	→ P328
☐For Whom (1)	→ P328
☐Arijigoku (4) Limited Time	→ P328
Rosa · Group Battle	→ P360
Rocritia-style Battle	→ P328
☐The Sentiment Embedded in the Mural	→ P328
☐Memories with Baur	→ P328
☐Open-air Bath Sounds Nice (3)	→ P365

No. 134 Spring That Nurtures Spirits → P275

[Dungeon: Zopher Iceblade Sea

They go to the Air Clene of the Zophil Iceblade Sea to test the Aer Converter. The spirit Undine is born.

No. 135 Star-Eater, Awakening
→ P275

[Dungeon: Zopher Iceblade Sea

The Star-Eater appears. They head out into the field toward Nordpolica, which is under attack by the Star-Eater's minions.

Sub-events

☐ The Flower's Repayment → P329
☐The Truth Behind the Rumors → P329
☐Bauru Race (1) → P370
☐Bauru Race (2) → P370

No. 136 Crisis of the Arena City
→ P276

[Field: Zadrac Peninsula

Make contact with the enemy symbols located outside the city of Nordpolica.

Fight the Daybreaker and the Nightbreaker.

No. 137 Sacred Core-Hidden Body
→ P276

Town Arena City Nodepolica

In order to create elemental spirits of the four attributes, the party goes to visit the three progenitors' subordinates who are located throughout the lands.

Siestelle

Shining Elealumin,
Lelewise who watches over the world

To oppose the Star Eater you need a spirit, and to create a spirit you need the Sacred Core of the Progenitor's Chief Servitor. Visit the three locations.

Sub-events

☐Raven and the Heart Magilith → P329
☐First Steps in Spirit Magic → P329
☐Combat Technique Allocation (1) → P329
☐ Skits Skits Yuri (2) → P330

No. 138 Flame's Determination
→ P276

[Dungeon: Fellow's Rocky Area

Visit the Fellow's rocky area. Witness Fellow's rebirth as a spirit and return to the field.

No. 139 Violet-Glittering Earth
→ P279

[Dungeon] Erealumin Quartz Forest

Arrive at the Erealumin Quartz Forest in the northeast of the Torbikia Continent. Encounter Nan of the "Demon-Hunting Sword."

No. 140 Birth of the Earth Spirit
→ P279

[Dungeon] Erealumin Quartz Forest

During the battle with the "Demon-Hunting Sword," Gushios, the primogenitor's head retainer, runs amok. After defeating Gushios, retrace your steps back the

No. 141 Ancient Marking Different from the Earth
P282

[Dungeon] Relewise Ancient Fairy Cavern

Head to the Relewise Ancient Fairy Cavern on the Wekea Continent. Meet Duke and fight the Chrome Dragon in the deepest area.

No. 142 Spirit's Old Tale
→ P282

[Dungeon] Relewise Ancient Fairy Cavern

After seeing the Chrome Dragon reborn as a spirit, return the way you came. From mid-mountain to the field.

No. 143 Spiritification, and
→ P283

Town: Port City Kapwanole

Head to Kapua Nor in preparation for the forthcoming decisive battle. Wait at the inn for Rita and the others, who went out shopping.

Sub-event

☐ Anxiety about spiritification → P330
☐ Sorcerer's Ring change (2) → P330
☐Demonic Sword (2) → P330
☐Great Deep Hollow Zone → P331
☐Sorcerer's Ring Transformation (3) → P331

No. 144 Summoned Ghost Ship
→ P283

Town: Port City Kapua-Nor

Chase Patty, who slipped out of the inn, to Ragou's mansion's landing. Then board the Arselm ship.

[Dungeon]: Ghost Ship Arselm]

Advance to the Arselm's upper deck and fight the Wandering Corpse Berserker, which shows itself again.

No. 145 Identity of the Girl → P284

Dungeon: Ghost Ship Arselm

The Wandering Corpse Berserker regains its consciousness. By settling the matter

Patty's memories are fully restored.

No. 146 The Ancient Tower That Revives → P284

Town: Port City Kapwanole

Rest at the inn. Tarcarlon rises into the sky above Aspio.

Talk with Sodia in town, then head to the Hipionia Continent.

No. 147 Friend in Peril → P284

Field: Hipionia Continent · Northeast

Meet up with the knights led by Flen on the Hippionia Continent. Cooperate with Flen and Rapido to fight monsters.

Sub-events

☐ The Future of Magitechnology	→ P331
☐ Promise	→ P331
☐ Grave of the Looking Glass (1)	→ P395
☐ Happy Wandering	→ P331
Ronam Islet	→ P367
☐ Poker	→ P368
☐ The Casino Is a Good Place	→ P368
☐ Gambling Life	→ P368
☐ Nose-humming Cow Person	→ P368
☐ Skit Player V	→ P368
☐ Movie Player V	→ P368
☐ Tales of Doraspi	→ P369
☐ Doctorate	→ P369
☐ A connoisseur of misery	→ P369
☐ I want to fight that guy again!	→ P369
☐ Favorite toys (2)	→ P365
☐ Fragments of memory (2)	→ P332
Rokuroomu helped me	→ P332

No. 148 United Hearts → P285

Field: Hipionia Continent · Northeast

To inform the Guild Union and the "Hall of Warriors" of the plan to defeat the Star-Eater, head to Dungrest and Nordpolica.

Town Guilds Lair Dungrest

At the Guild Union headquarters in Dungrest, the Great Chief's

Go to the private room and persuade Harry and the others.

Town Arena City Nodepolica

Visit Nodopolica. Compile the "Hall of Warriors"

Talk with Nuts and gain cooperation.

Sub-events

☐ Guild Jobs (6)	→ P332
☐ Teachings of the Sea Sprite's Fang	→ P333
☐ Aifreed's Important Thing	→ P333
☐ Loves Theater	→ P369

How about reorganizing the knight order jointly with the guild?

Before an unprecedented, never-before-seen crisis, the time has finally come for the Empire and the Guild Union to become one.

No. 149 To defeat the star-eater → P288

Town Hippionia Continent Northeast

After returning from negotiations, the fort is completed and the guild representat

After that, at the fort's entrance, Yuri fights Flynn.

No. 150 City Aflame with Hope → P288

Town Ornion, Land of Aspirations

Spend the night before the decisive battle at the inn in Ornion. After dawn, the party sets out for Tarcarlon.

No. 151 To the Ancient Tower → P296

【Dungeon Ancient Tower City Tarcarron

From the field, ride the Baul and head into the skies above Aspio

Enter the ancient tower city Tarcharion that appeared

Sub-events

☐Ornion	→ P333
☐The Knight Order's Greatest Secret Technique	→ P333
☐Feelings for the Knight Order	→ P334
☐ Proof of Succession	→ P334
☐ Sword Companion	→ P334
☐ Final Decision	→ P334
☐ Encouragement of Schwan's Squad (1)	→ P334
☐ A New Captain of the Knights Is Born!	→ P334
☐Things I Like (2)	→ P335
☐Dialogue of the Spirits	→ P335
☐Storage Organization (Ornion)	→ P350
☐ Imperial Chamberlain's Rambling Journal	→ P335
☐Let's Go to the Hospital	→ P335
☐The Real Reason (1)	→ P335
☐The Real Reason (2)	→ P335
☐Rapido's Owner	→ P336
☐Brynhildr (3)	→ P336
☐Challenge from the Brave	→ P336
☐ Path to the Great Boss	→ P336
☐Gratefulness in the Lower Town	→ P336
☐For Whom (2)	→ P336
☐Thrill-Loving Sicile	→ P337
☐ Harulu Tree	→ P337
☐Rapido Bloodline (1)	→ P337
☐Rapid's Lineage (2)	→ P338
☐One Night of Special Training	→ P338
☐Flynn's Trial	→ P377
☐Sicily's Inspiration	→ P338
☐Secret Modification	→ P338
☐Shout at the Top of Your Lungs!	→ P338
☐Guild Quests (7)	→ P339
☐ Guild Work (8)	→ P339
☐A Gathering of Technical Mastery	→ P339
☐ The Path of the Mage Is Endless	→ P339
☐ Proof of the Cook	→ P339
☐Arijigoku (5)	→ P340
☐Protective Power	→ P340
☐Combat Technique Allocation (2)	→ P340
☐Your Dazzling Swimsuit Appearance (1)	→ P340
☐ Your Dazzling Swimsuit Appearance (2)	→ P340
☐ Illusion	→ P341
☐ Open-air Bath Sounds Nice (4)	→ P366
☐A Good Boss	→ P366
☐Hot Spring Part-Time Job Again (1)	→ P366
☐Hot Spring Part-Time Job Again (2)	→ P366
☐Leader, Sortie	→ P341
☐ Love Love ♥ Yuri (3)	→ P341

▼

No. 152 The One Who Revived the Tower City → P296

Dungeon Ancient Tower City Tarlcarro

Heading for the summit where the Duke, who raised the ancient tower city, is located and ascending Tarcarron.

▼

No. 153 The Assassin's Last Moments → P297

【Dungeon Ancient Tower City Tarcarron

On the way to the summit of Tarcarron, fight Zagi who appears five times. Finally, the showdown with him is settled.

Sub-event

☐Encouragement from the Schwan Squad (2)	→ P341
☐Demonic Sword (3)	→ P342

▼

No. 154 Guild of Hope → P298

【Dungeon Ancient Tower City Tarcarron

Confirm the companions' resolve, and at last head into the final battle.

To defeat the Star-Eater, fight Duke.

Sub-events

☐Hope of the Lower Town		→ P342
☐An Open-Air Bath Really Is Nice		→ P366
Mouth Demon Sword (4)		→ P342
☐Yuri's Formal Attire	Clear After	→ P343
☐Labyrinth of Reminiscence	Clear 後	→ P381
☐Grave of the望鏡 (2)	After Clear	→ P395
☐The Curious Princess	After clear	→ P343
☐Collector's Compendium (3)	After clearing	→ P343
☐Monster Compendium (2)	After clearing	→ P343

▼

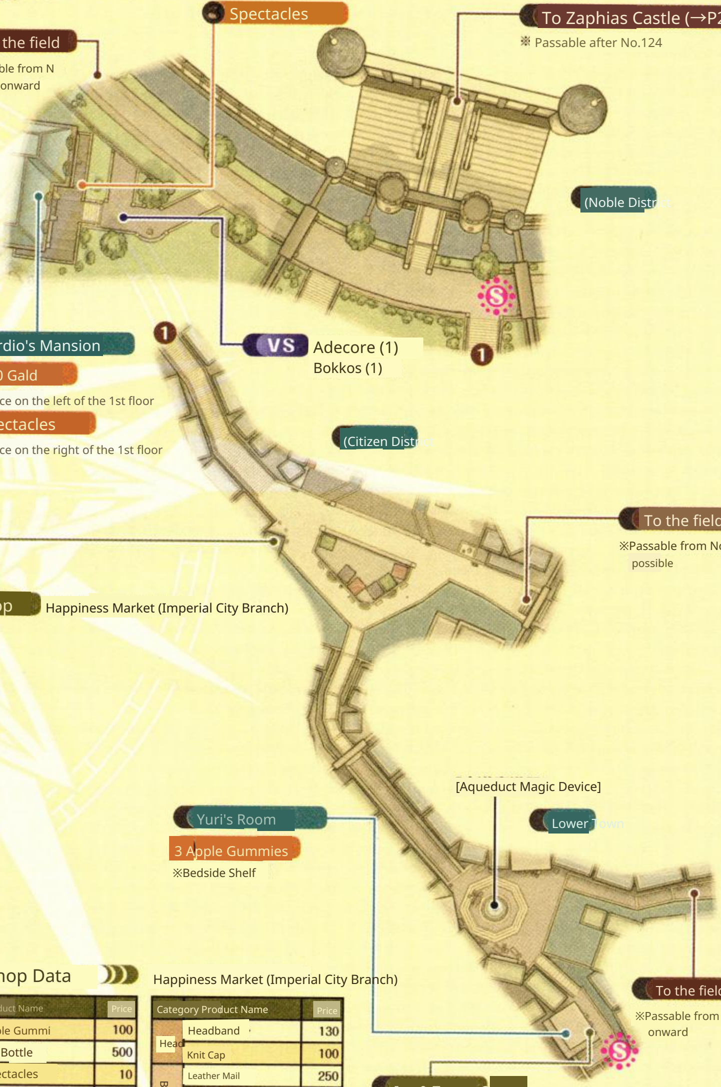
Ending

SCENARIO

No. 1 ~ No. 2

Sewer Mage Device Breaks ~ Infiltration of the Noble District!

Imperial Capital Zaphias



Spectacles

To Zaphias Castle (→P263)

※ Passable after No.124

To the field

※ Passable from No.126 onward

Mordio's Mansion

100 Gald

※ Fireplace on the left of the 1st floor

Spectacles

※ Fireplace on the right of the 1st floor

VS Adecore (1)
Bokkos (1)

To the field

※Passable from No. 66 onward possible

Shop Happiness Market (Imperial City Branch)

Yuri's Room

3 Apple Gummies

※Bedside Shelf

To the field

※Passable from No.7 onward

Inn & Tavern Comet

※You cannot stay overnight, but you can stay in Yuri's room for free

Shop Data

Happiness Market (Imperial City Branch)

分類	Product Name	Price
Item	Apple Gummi	100
	Life Bottle	500
	Spectacles	10
Weapon	Compact Sword	300
Head	Leather Helm	150

Category	Product Name	Price
Head	Headband	130
	Knit Cap	100
Body	Leather Mail	250
	Leather Guard	150
Decorative	Ma	130

Shop Data

Happiness Market (Imperial City Branch)

※ Items added from No.124 onward

Category	Product Name	Price
Item	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000

Category	Product Name	Price
Tool	Holy Bottle	300
	Dark Bottle	300
	Goza	100
	Simple Tent	250
	Tent	500
Weapon	Baldish	16000
	Anubis	15000
	Falcon Needle	15000
	Hanuman Shaft	13000
	Capria	14000
Head	Golden Helm	4200
	Gold Circlet	3600
	Elemental Ribbon	3950

Category	Product Name	Price
Body	Gold Armor	11000
	Princess Guard	12500
	Eldar Cloak	9300
	Holy Coat	9400
	Celebrite Bellyband	9000
Decorative	Gold Leggings	8000
Ingredient	Beef	100
	Chicken	80
	Pork	80
	Tuna	80
	Mackerel	40
	Salmon	40
	cabbage	50

Category	Product Name	Price
Ingredients	Lettuce	50
	Cucumber	40
	Carrot	40
	Onion	30
	Potato	30
	Peach	40
	Apple	40
	Strawberry	20
	Rice	80
	Bread	80
	Mochimocchin Powder	50
	Milk	20

No. 1 Water Conduit Magitechnic Device Brea

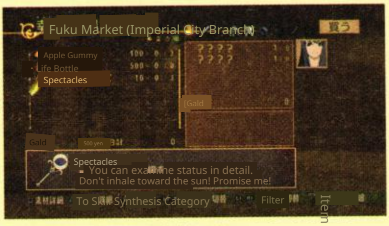
MAP
Imperial Capital Zaphias

Sub-events

☐ Wonder Reporter (1) Limited time →P306

Go to the Noble District to search for the stolen magi-core

Yuri, a young man living in the lower town of Zaphias. One day, an incident occurs where the water conduit magitechnic device in the plaza breaks down. He quickly leaves his room to go check on the situation. There he discovers that the magi-core of the water conduit device has been stolen by someone. Pursue the culprit and head to the Noble District.



Spectacles
You can examine the status in detail.
Don't inhale toward the sun! Promise me!

If you want to complete the "Monster Encyclopedia," buy "Spectacles" in advance at the shop in Lower Town.
Buy "Spectacles" in advance at the shop in Lower Town.

No. 2 Infiltrate the Noble Quarter!

MAP
Imperial Capital Zaphias

Infiltrating Mordio's Mansion

When you approach Mordio's mansion in the Noble District, you can enter the residence through a window on the left side of the mansion. If you examine the door at the back of the second floor, you will discover a suspicious figure on the first floor. After chasing him outside, you will fight Adekor and Bokkos, who were alerted by the commotion.

VS Adecour (1) Bokkos (1)

BOSS DATA

Adecour (1) →P425
HP 2345 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Bokkos (1) →P425
HP 2109 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Water, Light, Garden

A knight of the order named Adecour who has been stalking Yuri and the fight with Bokkos. Though outnumbered 2-to-1, this battle also serves as a tutorial, so you don't need to worry about a game over even if you lose. While checking basic combat operations such as normal attacks, arts/skills, and movement, fight at your leisure.

237 Damage!
2 Hits
*Young Broken Blade
132

Being caught in a pincer attack by the two makes it easy for your attack to be interrupted. Use free run to move to a favorable position.

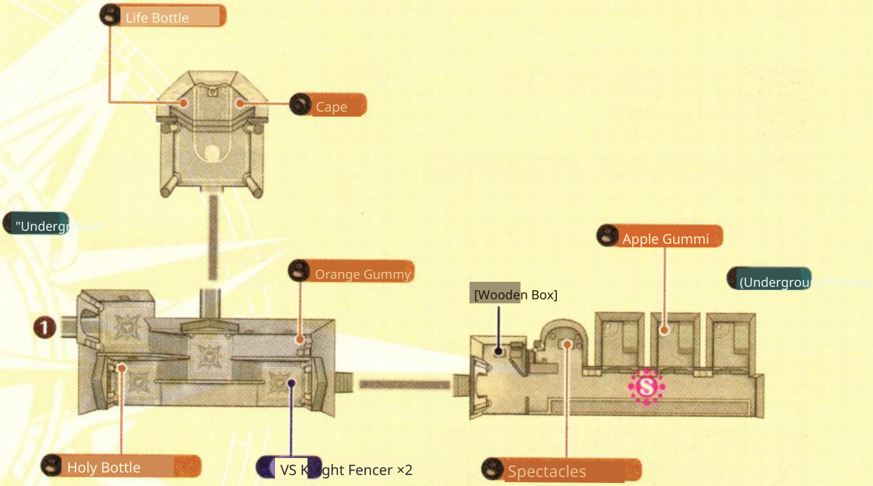
Yuri Captured by the Knights

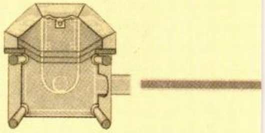
Defeating Adekor and the others triggers an event. The culprit who stole the magical core from the water magic device escapes, and Yuri is captured by the Knights. The scene automatically switches to the underground prison of Zafias Castle, so you cannot return to the Lower Town until No.7 (→ P157) is cleared.

No. 3 ~ No. 5

Escape from the Dungeon ~ Assassin's Attack

Zafias Castle


Life Bottle
Cape
"Underground
Orange Gummy
Apple Gummi
(Underground Prison)
[Wooden Box]
1
S
Holy Bottle
VS Knight Fencer ×2
Spectacles



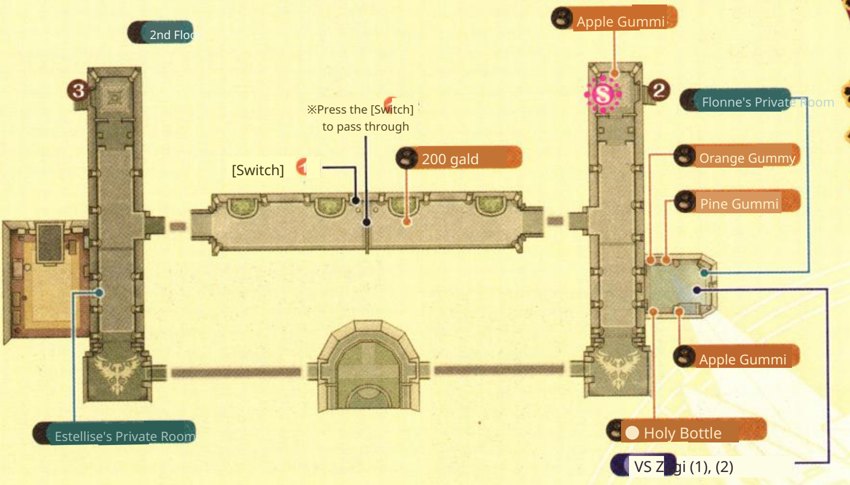
(Monster Data)

Knight Fencer
Humanoid →P412
AVV

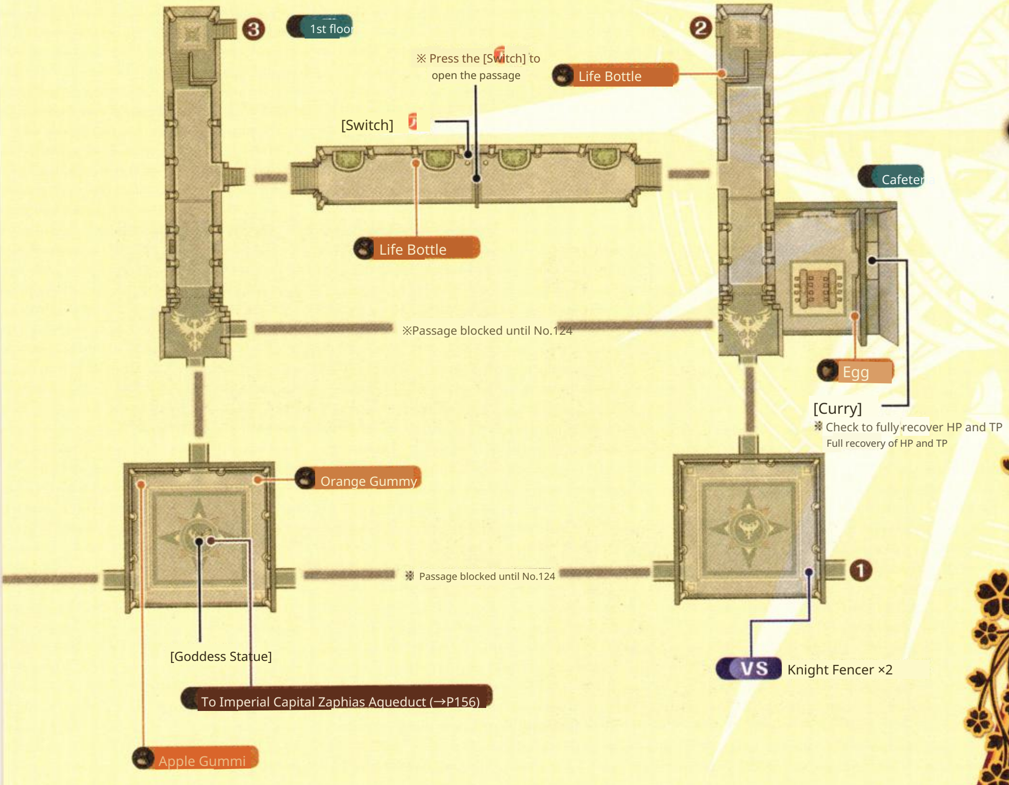
Falling Knight's Spring	20%
Oxen-rivet Handle	25%
Apple Gummy Drop	15%
盗 Iron Hilt	25%
–	

Knight Lancer
"Humanoid →P413

Falling Knight's Spring	20%
落 Iron Tip	25%
Orange Gummy Drop	10%
盗 Iron Tip	25%
–	


2nd Flo
③
②
Apple Gummi
S
Flonne's Private Room
[Switch]
200 gald
Orange Gummy
Pine Gummi
Apple Gummi
Estellise's Private Room
Holy Bottle
VS Z gi (1), (2)

※Press the [Switch] to pass through


③
1st floor
②
[Switch]
Life Bottle
Life Bottle
Cafeter
Egg
[Curry]
Orange Gummy
①
[Goddess Statue]
VS Knight Fencer ×2
To Imperial Capital Zaphias Aqueduct (→P156)
Apple Gummi

※ Press the [Switch] to open the passage

※Passage blocked until No.124

※ Check to fully recover HP and TP
Full recovery of HP and TP

※ Passage blocked until No.124

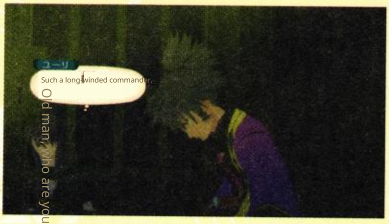
No. Escape from the Dungeon

3 (MAP)

Zafias Castle

Suspicious old man appears

Yuri, imprisoned in the underground cell of Zaphias Castle, meets a mysterious man who speaks to him through the wall from the neighboring cell. All of the man's stories seem dubious, but when Yuri is released, the man secretly hands him a valuable item, "Prison Cell Key...?"



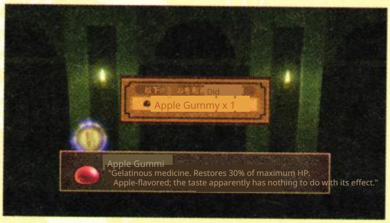
Such a long winded commander.

Old man, who are you?

He seems like just a braggart, but it was the commander himself who released the mysterious old man. He is not an ordinary person.

Search belongings and escape the dungeon

After obtaining the "Cell Key...?", examine the door to exit the cell. However, your equipment will still have been taken, so recover it from the wooden box near the underground stairs. Climbing up from the dungeon leads to a battle with the Knight Fencers. Don't forget to save.



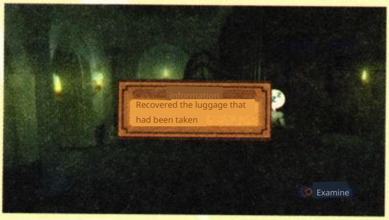
Did

Apple Gummy x 1

Apple Gummi

"Gelatinous medicine. Restores 30% of maximum HP. Apple-flavored; the taste apparently has nothing to do with its effect."

In the basement with the cell, there are "Apple Gummies" and "Spectacles." You should obtain them to prepare for the fight.



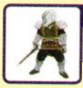
Information

Recovered the luggage that had been taken

Until you recover your equipment, you cannot proceed past the basement with the cell, nor can you open the menu.

VS 2x Knight Fencer

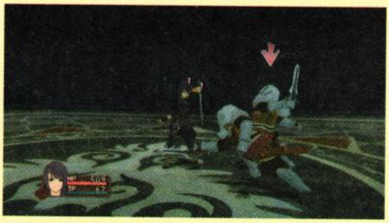
• BOSS DATA



Knight Fencer →P412

HP 560 Race: Humanoid AV

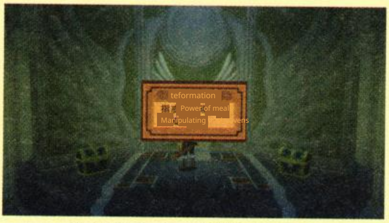
[Size: Medium Attributes: Fire Earth Wind Water Light Dark Yuri fights two Knight Fencers alone. They are not especially tough individually, but being pincer-attacked is troublesome. When enemies are clustered, use freelance movement to move and defeat the ones at the edges first.]



The enemies do not use artes or skills. When you are about to be attacked, guard properly to reduce unnecessary damage.

Collect the items and go to the 1st floor

After defeating the Knight Fencers and ascending to the 1st floor, you will face two Knight Fencers again. Be sure to collect the nearby items beforehand. In particular, the "Mantle" increases physical and magical defense, so equip it immediately to prepare for battle.



teformation

Power of meal

Manipulating vens

When you examine the goddess statue, a message will appear, but this information will only be needed from No.124 (→P265) onward.

No. Encounter with a Mysterious Girl

4 ((MAP))

Zafias Castle

Meeting Esterise

When you go up to the first floor, you come across a scene where a girl is being chased by two knights. If you watch how things unfold, you learn she is close friends with Phren, and Yuri decides to save her from her predicament.

VS Knight Fencer ×2

.BOSS DATA

Knight Fencer →P412

HP 560 Race Humanoid AV

Size Medium Attribute Fire Earth Water Light Garden This is the second fight against two Knight Fencers. As in the first encounter (→P154), the Knight Fencers do not use spells or techniques. Use free-run and guard appropriately and maneuver to avoid being caught in a pincer attack.

Recover HP in the dining hall

The rescued girl's name is Esterise. For now, head to Phren's private room with her. Along the way, a pleasant smell wafts from the dining hall — it's curry. Each time you examine the curry, it fully restores HP and TP. It's a good idea to use this area as a base of operations for a while.

No. 5 Assassin attack

((MAP))

Zafias Castle

Head to Fren's private chamber

Fren's private chamber is on the second floor of Zaphias Castle. A tough battle awaits there, so avoid symbol encounters as much as possible and be sure to save at the memory glyphs along the way.

VS Zagi (1), (2)

• BOSS DATA

Zagi (1) →P420

HP 4500 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Zagi (2) →P420

HP 5000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

Drops: Leather Boots (100%)

ITEM None

When you enter Flynn's private room, you face a two-stage battle against Zagi, who broke in to assassinate him. At first Yuri fights alone, but when Zagi's HP falls below a certain value, Estellise will come to assist. Zagi's consecutive attacks are powerful and his movements are quick. Attacking him head-on will bring painful counters, so use freerun to bait his attacks to miss, and then strike him from behind.

Secret Mission 1

Secret Mission

Condition Defeat Zagi (2) while keeping Estellise's HP at 49.5% or higher.

Reward Item: "Sage"

Because Estellise's HP is a condition, do not let Zagi get close to her. Change Estellise's position in the "Strategy" menu to "Keep Distance" to pull her away from Zagi. If you're worried, heal Estellise with an "Apple Gummy" as soon as she takes damage.

Estellise heals HP with healing arts. Be prepared for some damage and take the initiative to attack aggressively.

Move the goddess statue and head to the underground aqueduct

After repelling Zagi, pursue the magic core of the magic device and Flynn, and together with Estellise, escape outside the castle. First, stop by her room and then head to the goddess statue beyond it. Based on the mysterious old man's story, when you move the goddess statue, you can find a ladder to the underground aqueduct.

(Yuri
N
I thought it didn't fit

When you go to Estellise's room, she returns having finished packing for the journey. She officially joins the party here.

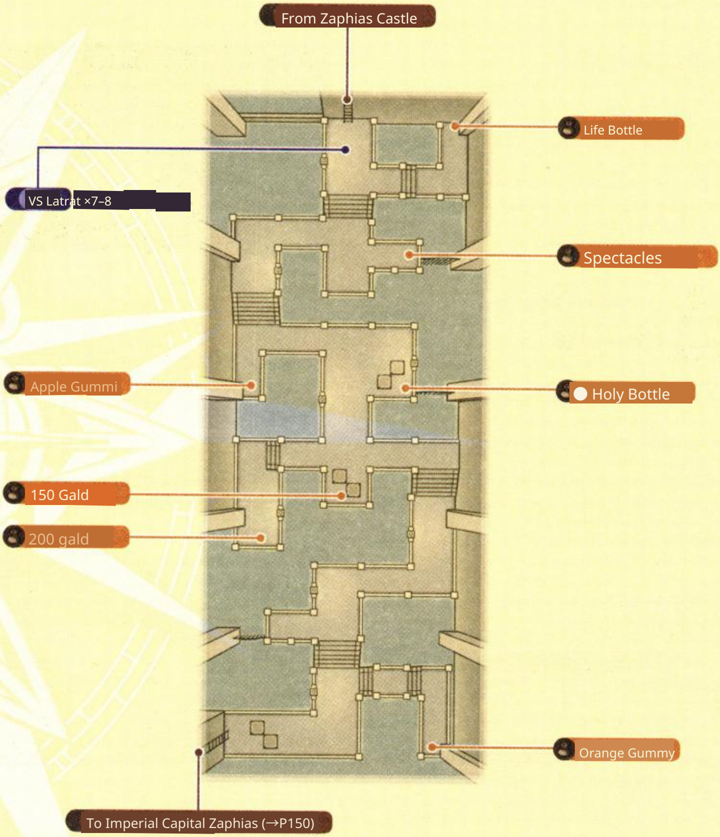
Once you enter the underground waterway, you will no longer be able to return to Zaphias C
Make sure you haven't missed any items.

SCENARIO

No. 6 ~ No. 7

Secret Underground Passage ~ The Capital Youth, Northward

Imperial Capital Zaphias Waterway


From Zaphias Castle
Life Bottle
VS Latrat ×7–8
Spectacles
Apple Gummi
Holy Bottle
150 Gald
200 gald
Orange Gummy
To Imperial Capital Zaphias (→P150)

(Monster Data)

Ratorato
Beast Type →P427

Paralysis Powder	25%
Drop: Spectacles	15%
[Paralysis Powder	15%
–	
–	

No. 6 Secret Underground Passage

((MAP)) Imperial Capital Zaphias Waterway

Head toward the back of the waterway

When you descend the ladder hidden at the goddess statue in Zaphias Castle, it leads to a dim underground drain. The exit connects to the aristocratic district of the imperial capital Zaphias, but the moment you descend you are suddenly surrounded by Latrat and others. This is where the first Encounter Link occurs.

Careless encounter links lead to injury. Enemy symbol
Be careful not to come into contact in areas where "ru" are densely clustered.

VS Ratorato ×7 ~8

• BOSS DATA

Ratorato →P427

HP 580 【Racial: Beast-t

Size: Small Attributes Fire, Earth, Wind, Water, Light Latrat itself isn't particularly strong, but don't be complacent. If you get surrounded, attacks can be interrupted and you risk taking consecutive damage. Use freelance movement to attack from the outside of the group and reliably reduce their numbers.

Move the wooden box to create a path

Proceeding through the underground waterway, you'll come to a spot blocked by wooden crates. These crates can be moved in the same way as the statue of the goddess in Zaphias Castle. Move the crates out of the way to make a path.

Many of the treasure chests in the irrigation channels are blocked by surrounding wooden crates. This one can also be obtained by moving the wooden crates.

No. 7 Youth of the Imperial Capital, Northwa

((MAP)) Imperial Capital Zaphias (→P150)

Sub-events

☐ Inn "Adventure King" (1) ■Limited Time →P306

Farewell to One's Hometown, and Then the Departure

Having escaped from the underground waterway to the noble quarter, Yuri and his group head toward the lower town through the merchant district to escort Esther outside the city. When they reach the lower town's exit, Adecor and his party give chase, but thanks to the residents' cooperation they manage to shake them off and depart the city together with Esther. At this time, the residents give the party the items listed below as a farewell gift, and Yuri's beloved dog Rapid joins the party.

Do you want to rest?
Yes
No
Examine

You cannot return to Zaphias up to No. 66 (→P211). Recover in Yuri's room before leaving town.

• Items obtainable from residents

1000 Gald	Ingredients "Bread" ×4
Item: "Orange Gummi" ×4	Ingredients "Egg" x2
Item: "Mix Gummi" ×4	Valuables "World Map"
Item: "Life Bottle" ×4	—

Head north across the field to Deidon Fortress

According to Estelle, Flynn went to Harul, which is located north of Zaphias. First, aim for Deidon Fortress, the relay point to Harul, and head north across the field.

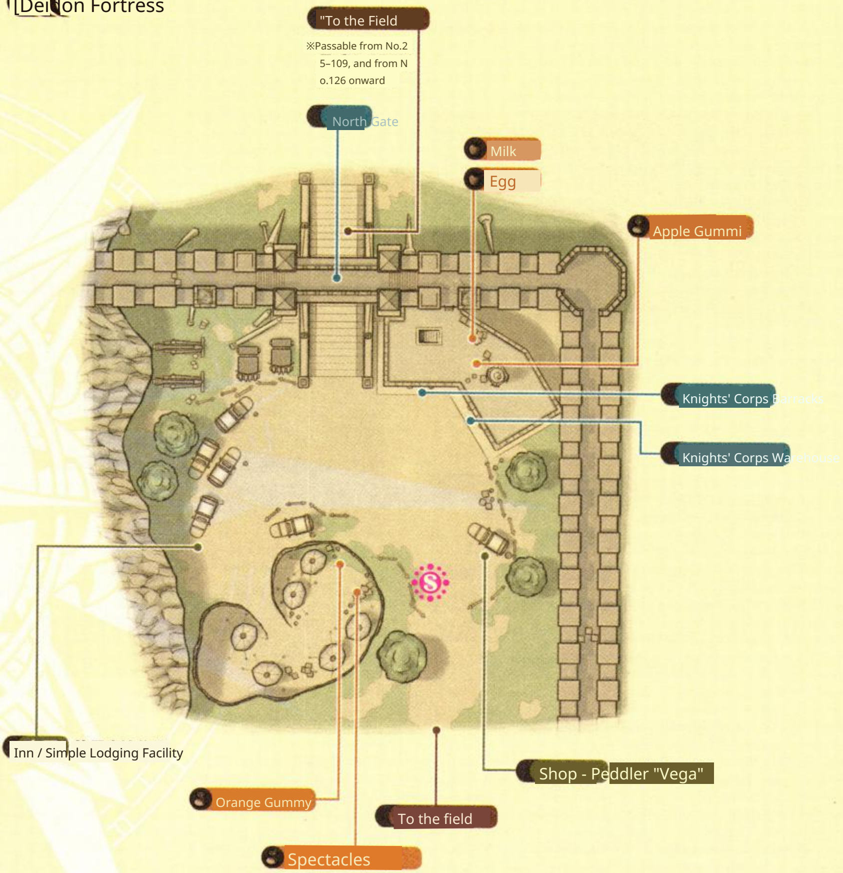
On the way to Deidon Fortress there is an inn called "Adventure King". When you take damage, recover HP and TP here.

No. 8 ~ No. 9

SCENARIO

Fortress that rejects outside enemies ~ The fortress rescue drama

[Deidon Fortress


"To the Field
※Passable from No.25–109, and from No.126 onward
North Gate
Milk
Egg
Apple Gummi
Knights' Corps Barracks
Knights' Corps Warehouse
Inn / Simple Lodging Facility
Shop - Peddler "Vega"
Orange Gummy
To the field
Spectacles

Shop Data

Category:	Product Name:	Price
Item	Apple Gummi	100
	Life Bottle	500
	Spectacles	10
Weapons	Scimitar	470
	Wand	490

Peddler "Vega"

Category	Product Name	Price
Weapon	Karakkaze	500
Body	Hard Mail	400
	Iron Guard	360
Ingredients	Bread	80
	Egg	20

No. Fortress That Repels External Enemies

8 (MAP))

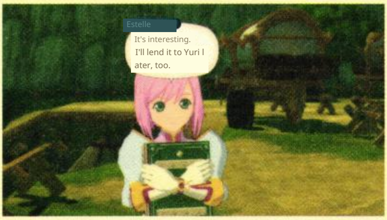
Deidon Fort

Sub-events

☐ Mysterious Man (1) Limited time →P306

People stranded at the fortress

The Deidon Fort, located at the relay point between Zaphias and Harul, is a defensive stronghold to block monster incursions and also a trading hub frequented by travelers. If you speak to the traveling merchant "Vega" near the entrance of Deidon Fort, a tutorial about skills will trigger and you can obtain the "Battle Book." Since none of your current equipment allows you to learn skills, purchase equipment that has skills attached and equip it as soon as possible.



The entries in the "Battle Book" increase whenever elements related to combat are added. You should check it from time to time.

No. Fortress Rescue Drama

9 ((MAP))

Deidon Fort

Monsters swarming en masse

As Yuri and the others approach the north gate of Deidon Fort, the sound of a bell suddenly rings out. It is a signal announcing a monster attack: hordes of monsters are pressing against the fort from the north. While the gate is being closed in preparation for the assault, Yuri and the others narrowly rescue children left behind outside the fort.

A horde of monsters led by the lord of the plains is closing in on Deidon Fort. Apparently it is not the season when monsters usually appear.

Clash between the Knights and the Guild

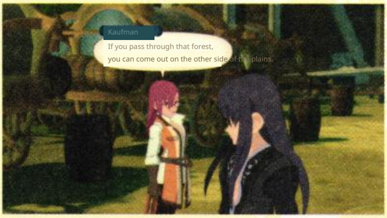
Due to the monster assault, the people in the fort are delayed. Yuri is stopped by the knights for having rescued the children, but a trio of guild members who happened to be at the fort start clamoring to open the gate. Thanks to that, it is possible that Yuri's being pursued is not discovered.

This is exactly what the guild is like!

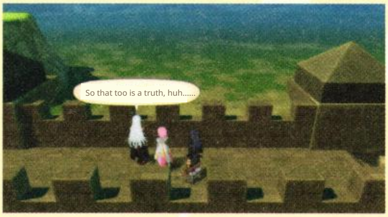
The men causing the commotion appear to belong to the guild. They are belligerent and seem to have entanglements with the knight order.

Seeking information about a back route

Yuri and the others give up on heading to Harul via the north gate and decide to look for another route. As they approach the inn in the fort, Kaufman, the female president of the guild "Market of Happiness," who had witnessed their earlier exploits, invites them to join. They decline the offer, but Kaufman tells them about a back route to Harul. The shortcut—the Quoi Forest—is located west of Deidon Fort. Prepare at the inn before setting out.


Kaufman
If you pass through that forest,
you can come out on the other side of the plains.

Kaufman suggests they try to drive off the monsters outside the gate, but Yuri, eager to press on, refuses the offer.

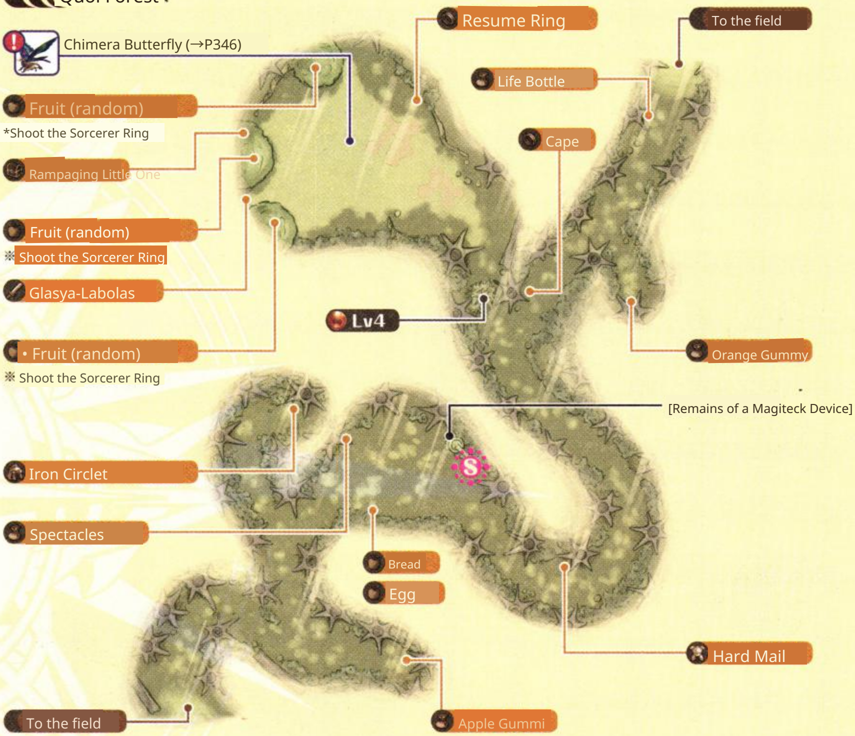


When you speak to the man on the city wall, "Mysterious Man (1)" (→P30 appear. From then on, you will encounter him many times.

No. 10 ~ No. 12

The Cursed Gasping Forest — Attack by the Young Demon Hunter

Quoi Forest


Chimera Butterfly (→P346)
Fruit (random)
*Shoot the Sorcerer Ring
Rampaging Little One
Fruit (random)
※Shoot the Sorcerer Ring
Glasya-Labolas
• Fruit (random)
※ Shoot the Sorcerer Ring
Iron Circlet
Spectacles
To the field
Resume Ring
To the field
Life Bottle
Cape
Lv4
Orange Gummy
[Remains of a Magiteck Device]
S
Bread
Egg
Hard Mail
Apple Gummi

(Monster Data)

※Rosacamellia and Tweeny appear from No.131 onward

Wolf	
Beast Type	→P428
落 Wolf Fang	25%
Drop: Fangbeast Pelt	20%
落 Beef	15%
Apple Gummy Drop	15%
Thief Wolf Fang	20%

Axe Beak	
Bird type	→P437
Drop: Irikia Herb	25%
Drop: Medium Bird Feather	15%
Drop: Gummi Base	10%
盗 Ilikia Grass	20%
–	

Puchipuri	
Plant type	→P445
Drop: Petit-Puri Leaf	35%
Drop: Medical Herb	10%
盗 Puchi Puri Leaf	25%
–	
–	

Touripper	
植物型	→P447
Drop: Red Bud	35%
Drop: Irikia Herb	25%
Drop: Medical Herb	15%
Drop: Onion	15%
盗 Red bud	25%

Mandrake	
Plant type	→P448
Drop: Mandrake Eye	25%
Drop: Red Bud	30%
Drop Holy Bottle	15%
盗 Mandragora Eye	15%
–	

Bee	
Insect type	→P453
落 Insect Wing	25%
Fall Long Needle	20%
Apple Gummy Drop	15%
盗 Long Needle	15%
–	

Rosa Camellia	
Plant type	→P447
Drop: Rose Flower	35%
Drop: Medical Herb	15%
Drop Liqueur Bottle	20%
盗 Rose Flower	25%
–	

Tweany	
Plant type	→P448
Drop: Mandrake Eye	25%
Drop: Rose Flower	20%
Drop Pine Gummy	15%
盗 Rose Flower	10%
–	

10 No. The Cursed, Suffering Forest

((MAP)) Quoi Forest

Make for Harur after escaping the Cursed Forest

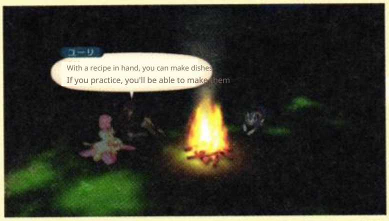
The Quoy Forest is said to curse anyone who enters. If you get through this forest, Harur will be right ahead, but the paths are narrow and it's easy to come into contact with enemy symbols. If you want to avoid battles, proceed using a "Holy Bottle."

11 No. Fallen Girl

((MAP)) Quoi Forest

Estelle collapses in the middle of the forest

While heading for the exit, they discover the wreckage of a magitech device in the middle of the forest. The device emits a light toward Yuri and the others, who had paused; Estelle loses consciousness. To cheer up Estelle when she finally awakens, Yuri decides to cook a meal for her.

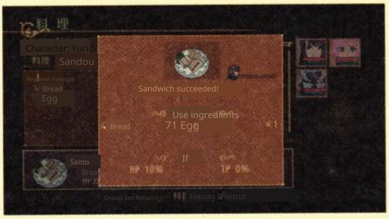


With a recipe in hand, you can make dishes
If you practice, you'll be able to make them

This event displays the cooking tutorial and grants the "Sandwich Recipe."

Make use of cooking

After obtaining the "Sandwich Recipe," you can cook using ingredients. Cooking is normally done from the "Menu," but if you set it to a shortcut you can quickly prepare food after battles end.



Sandwich succeeded!

When recovery items like "Apple Gummies" become scarce you should make use of cooking as a means of recovery.

There are places you cannot access yet

Deeper in the Quoy Forest is an area blocked by vegetation that can be cleared by shooting it with a Sorcerer's Ring of Lv.4 or higher. In any case, it's impassable at this point, so hurry to the forest exit.

Beyond the areas blocked by foliage, there are Gigant monsters. Keep this in mind for when you have to fight them.

12 No. Assault by the Young Monster Hunter

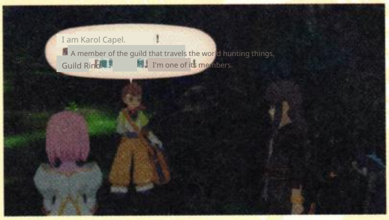
(MAP) Quoi Forest

Sub-events

Inn "Adventure King" (2) →P306

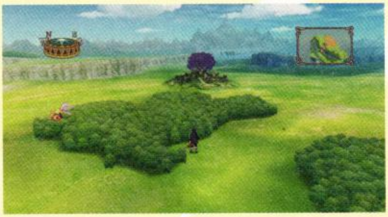
"Ace of the 'Demon-Hunting Sword' joins the party"

When you proceed to the exit, a boy mistakes you for a monster and attacks. The boy, who calls himself Karol, seems to have come to the forest looking for an Eggbear, but he will end up accompanying Yuri and the others all the way to Harul.



I am Karol Capel.!
A member of the guild that travels the world hunting things,
Guild Rino I'm one of its members.

Here Karol joins as the fourth companion, and from this point on the "Monster Codex" becomes viewable.

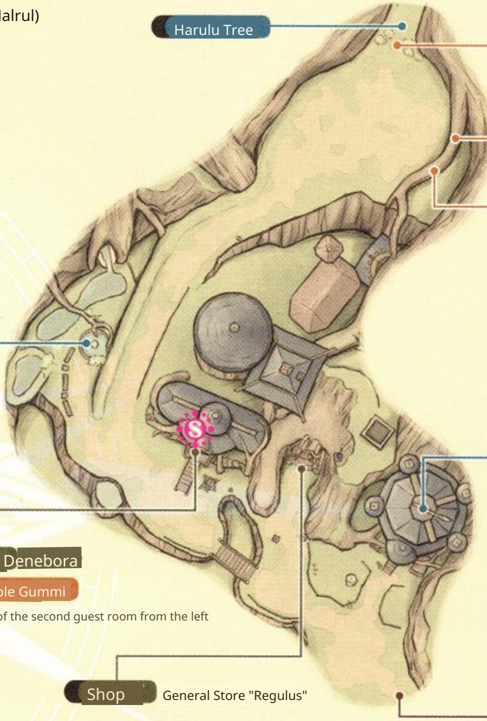


To head to Haruru, exit Kuo'i Forest and proceed northeast. ... Be sure not to miss the nearby exploration points.

No. 13 ~ No. 16

The Tale of the Flower Town — The Girl Who Performs Miracles

(Flower Town Halrul)



Harulu Tree

Life Bottle
※Appears from No.1

Cocktail Bottle
※Appears from No.16 onward

Holy Bottle
* Appears from No.16 onward

(Fountain)

Harlul Chief's Residenc

Spectacles
※Behind the back of the tree

Orange Gummy
*The luggage on the right

Inn Denebora

Apple Gummi
※Shelf of the second guest room from the left

Shop General Store "Regulus"

To the field

Shop Data

General Store "Regulus"

Category	Product Name	Price
Items	Apple Gummi	100
	Life Bottle	500
	Poison Bottle	150
	Paralyze Bottle	150

Category	Item Name	Price
Item	Spectacles	10
Weapon	Hand Axe	580
	Wand	490
	Wood Malle	640

Category	Product Name	Price
Head	Sharp Cutter	180
	Ribbon	260
Body	Ring Mail	600
	Chain Guard	550

Category	Product Name	Price
Body	Leather Jacket	440
Ingredients	Bread	80
	Egg	20

Category	Product Name	Price
Item:	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500

Category	Product Name	Price
Items	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Straw mat (goza)	100
	Simple Tent	250
	Tent	500
Head:	Green Beret	3300

Category	Product Name	Price
Body	Mirage Cloak	9000
	Elemental Guard	9900
Ingredient:	Beef	100
	Chicken	80
	Pork	80
	Cabbage	50
	Lettuce	50
	Cucumber	40
	Carrot	40

※Items added from No.118 onward

Category	Product Name	Price
Ingredients	Onion	30
	Daikon (Japanese radish)	40
	Shiitake (shiitake mushroom)	50
	Tomato	40
	Potato	30
	Chinese cabbage (hakusai)	40
	Rice	80
	Mochimocchin Powde	50

No. 13 The Flower Town's Outcome

((MAP)) Flower Town Harul

Search for a way to repair the barrier

In Halru, the barrier magic device—the Halru Tree—is withered. Proceed beneath the Halru Tree and hear from Karol about the “Panacea Bottle,” a restorative medicine for the tree. When you head to the town shop, the “Panacea Bottle” is out of stock, but they tell you the three materials needed to synthesize it. After regrouping with your companions and obtaining one of the synthesis materials, “Lulurie's Petal,” from the head of Halru town, head to Quoi Forest.

No. 14 Tree, be beautiful again

((MAP)) | Quoi Forest (→P160) ~ Flower Town Halru

Collect the materials for the medicine

To obtain the materials needed to synthesize the “Panacea Bottle,” the “Nia Fruit” and the “Eggbear Claw,” proceed through Quoi Forest. If you go to the center of the forest you will acquire a “Nia Fruit.” Continue further, and near the exit you will be forced into a battle with an Eggbear attracted by the scent of the “Nia Fruit.”

VS Eggbear
Axe Beak
Wolf ×2

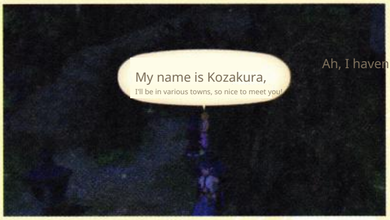
• BOSS DATA

	Eggbear	→P431	HP 12800	Race Type	Size Large Attributes Fire Earth Wind Water Light Dark
	Axe Beak	→P437	HP 1000	Race: Avian Type	Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
	Wolf	→P428	HP 880	Race: Beast-type	Size: Medium Attributes: Fire Earth Wind Water Light Foot

First, defeat the enemies other than Eggbear to reduce their numbers. It is easier to defeat them by concentrating attacks rather than fighting dispersed, so set the tactics of all party members to "Target the same enemy." Eggbear has high attack power, so avoid standing in front and use freelance to attack from the rear or sides. If you win the battle, you can obtain the "Eggbear Claw."

Synthesize "Panacea Bottle"

After obtaining the materials and returning to Haruru, you can have the shop synthesize a "Panacea Bottle" for you. This triggers the synthesis tutorial, and from then on you will be able to synthesize items and equipment during your adventure.


My name is Kozakura,
I'll be in various towns, so nice to meet you!
Ah, I haven't introduced myself yet.

From now on, the surveying guild "Tenchi no Ana" will appear near the shops in each town. They will tell you recommended synthesis information.

No. 15 Restore the tree to its original s

((MAP)) Flower Town Harul

Hurry to the Harul Tree

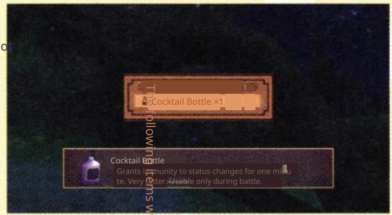
After successfully synthesizing the "Panacea Bottle," proceed to the area under the Harul Tree. Then an event occurs in which Karol sprinkles the "Panacea Bottle" on the tree, but even so the tree does not recover.

No. 16 The Girl Who Brings Miracles

((MAP)) Flower Town Harul

The Revived Harul Tree

Just when recovery seemed hopeless, the Harul Tree is revived by Estelle’s prayer. Immediately after that, Yuri and the others spot the mysterious group they had met at Zaphias Castle. Stop by the town elder’s house, then head to Aspio, the eastern town Fren went to.



The following items were distributed

Cocktail Bottle ×1

Cocktail Bottle
Grants immunity to status changes for one minute. Very bitter. Usable only during battle.

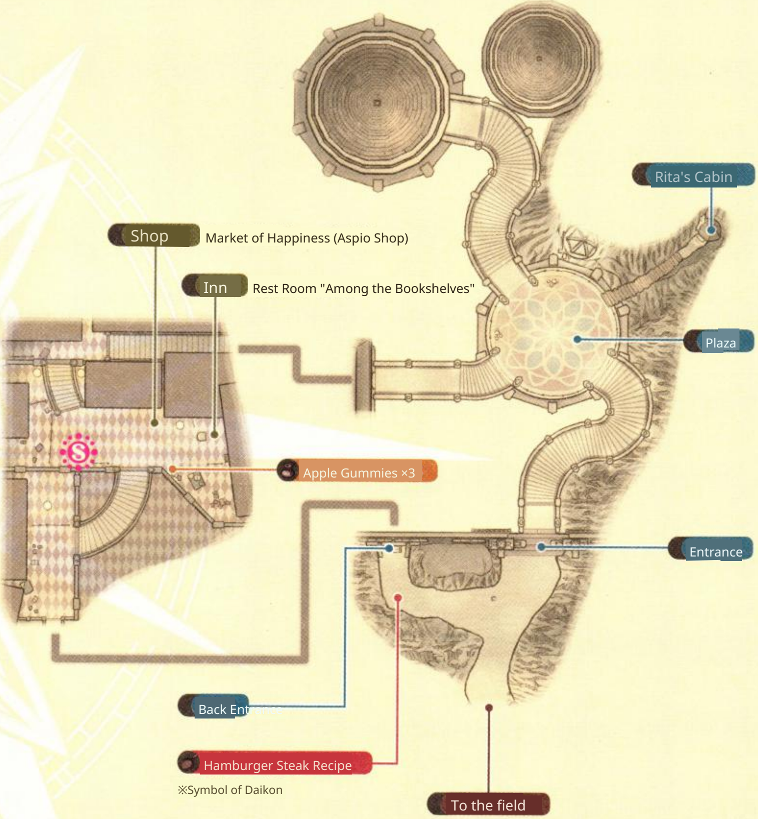
At this point, three items appear right beside the Harul Tree. Be sure to pick them up.

No. 17 ~ No. 19

SCENARIO

Aspiohe~Aspio the Genius Sorcerer

(Aspio, the Academically Sealed City


Rita's Cabin
Shop
Market of Happiness (Aspio Shop)
Inn
Rest Room "Among the Bookshelves"
Plaza
Apple Gummies ×3
Entrance
Back Ent
Hamburger Steak Recipe
※Symbol of Daikon
To the field

Shop Data

Market of Happiness (Aspio Shop)

Category	Product Name	Price
Items	Apple Gummi	100
	Orange Gummy	250
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
Weapon	Hand Axe	580

Category	Product Name	Price
“Weapon	Wood Mall	640
	Sash	640
Head	Iron Circlet	220
Body	Iron Mail	850
	Half Guard	800
	Cloak	720
	Iron Parts	690

Category	Product Name	Price
Accessory	Leather Mantle	280
	Leather Boots	200
Ingredient	Beef	100
	Onion	30
	Rice	80
	Bread	80
	Egg	20

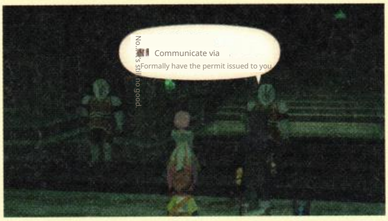
No. To Aspio

17 (MAP)

Academically Closed City Aspio

How to enter Aspio?

Aspio, located northeast of Haruru, is a town built inside a cave where mages gather. It is under imperial control and cannot be entered without a "pass," so Yuri and his group are stopped by knights at the main entrance because they don't have one. A frontal assault is impossible, so proceed to the back entrance on the left side of the main gate and enter the town from there.

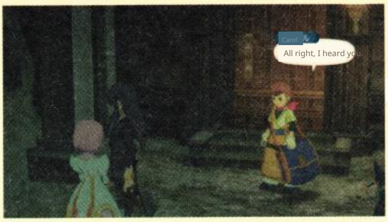


Communicate via

Formally have the permit issued to you

No, it's still no good.

At present, you cannot pass because knights are blocking the way, but once Rita joins the party you will be able to go through the entrance.



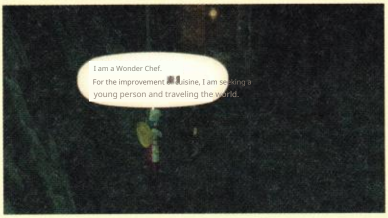
Carol

All right, I heard you.

The back gate of Aspio is locked, but Carol, who is good at lockpicking, will unlock it for you.

The Wonder Chef appears!

Near the back entrance, a gigantic daikon radish is unnaturally planted. If you examine this strange symbol, the Wonder Chef will appear and teach you the "Hamburger Recipe," which increases physical attack power.



I am a Wonder Chef.

For the improvement of cuisine, I am seeking a young person and traveling the world.

Wonder Chefs are hiding in the towns you will visit next. If you find an unusual symbol, be sure to investigate it.

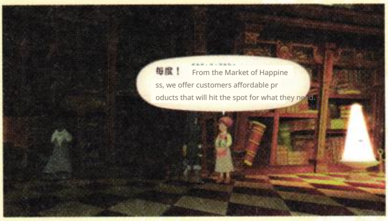
No. The Town Hidden Beneath the Mour

18 (MAP)

Academically Closed City Aspio

Mordio's hut is on the edge of town

Upon entering the town, you can get information from the mages about Mordio, the suspect accused of stealing magic cores. Mordio apparently lives quietly in a hut on the outskirts of town. Head to Mordio's hut right away. Mordio's hut is located beyond the narrow passage to the right of the plaza. The door is locked, but Karol will open it.



From the Market of Happiness, we offer customers affordable products that will hit the spot for what they need.

There is an inn and a shop just near the back entrance. Stock up on items in preparation for the next dungeon you will be heading to.

No. Aspio's Genius Magitechnician

19 (MAP)

|AspiO, the Academically

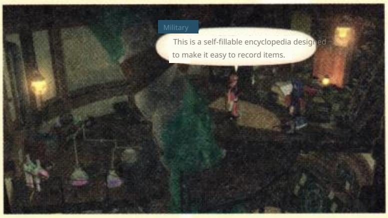
Sub-events

☐Collector's Encyclopedia (1)

Limited time →P306

Searching for thieves together with Rita

While searching the cabin that seemed deserted, a mage appears from a pile of stacked books. Hidden beneath a hood, the mage is surprisingly a girl. Calling herself Rita Moldio, she insists she is not the one who stole the magic core from the waterway magitek device in Zaphias Lower Town, but that the thieves are in the Shaikos Ruins east of Aspio. Though Yuri and the others are half-skeptical, they decide to head to the Shaikos Ruins east of Aspio with Rita.



Military

This is a self-fillable encyclopedia designed to make it easy to record items.

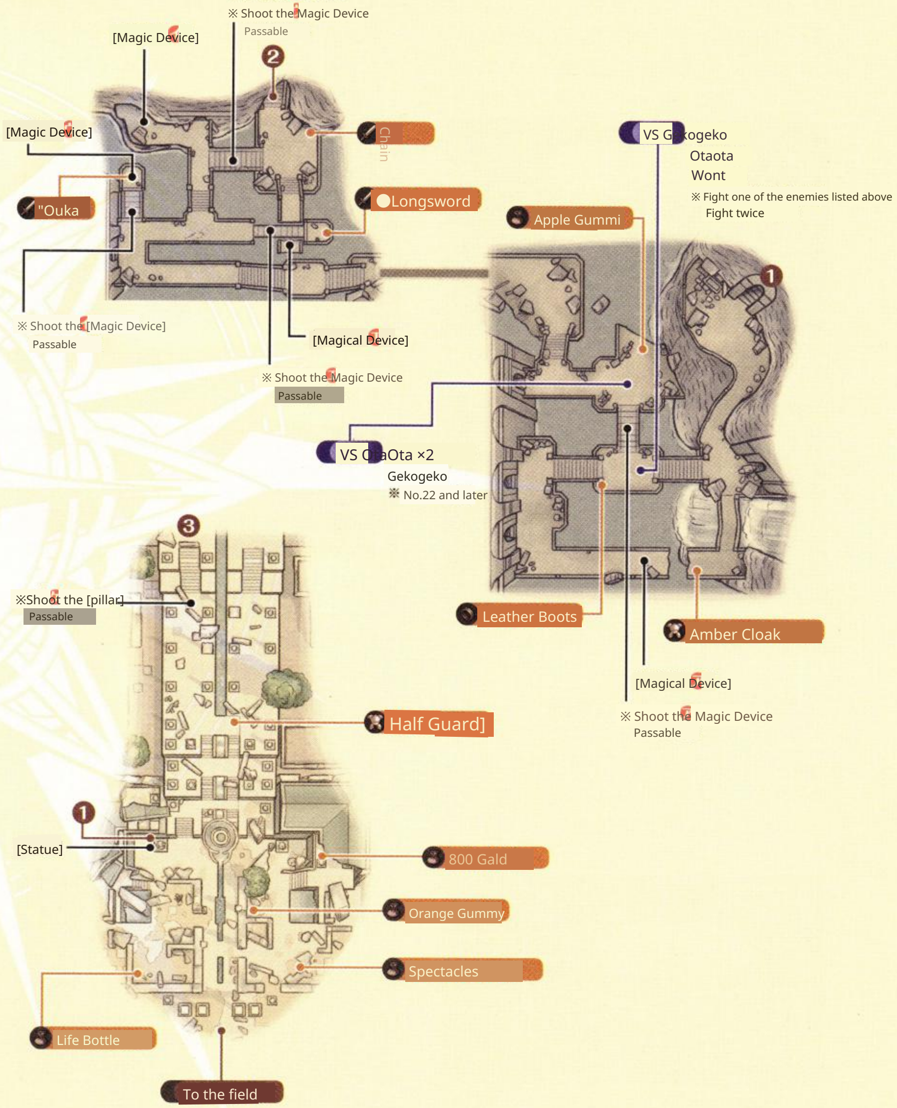
You can obtain the “Collector’s Encyclopedia” around the bed on the second floor. Be sure to get it for your later adventures.

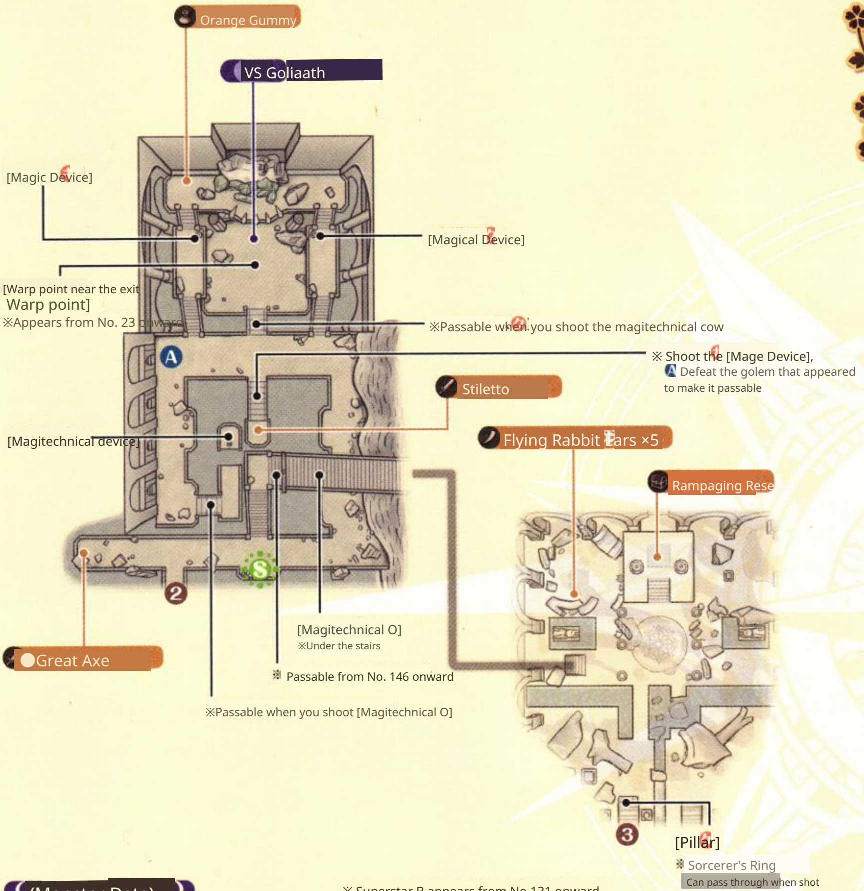
SCENARIO

No. 20 ~ No. 22

Ruins floating on spring water ~ Thieves are nothing to fear

Shaikos Ruins


※ Shoot the Magic Device
Passable
[Magic Device]
②
[Magic Device]
Chain
"Ouka
Longsword
VS G kogeko
Otaota
Wont
※ Fight one of the enemies listed above
Fight twice
Apple Gummi
①
※ Shoot the [Magic Device]
Passable
[Magical Device]
※ Shoot the Magic Device
Passable
VS O aOta ×2
Gekogeko
※ No.22 and later
③
※Shoot the [pillar]
Passable
Leather Boots
Amber Cloak
[Magical Device]
※ Shoot the Magic Device
Passable
Half Guard]
①
[Statue]
800 Gald
Orange Gummy
Spectacles
Life Bottle
To the field


Orange Gummy
VS Goliaath
[Magic Device]
[Magical Device]
[Warp point near the exit
Warp point]
※Appears from No. 23 onward
※Passable when you shoot the magitechnical cow
※ Shoot the [Mage Device],
A Defeat the golem that appeared
to make it passable
Stiletto
[Magitechnical device]
Flying Rabbit Ears ×5
Rampaging Rese
A
S
2
3
Great Axe
[Magitechnical O]
※Under the stairs
※ Passable from No. 146 onward
※Passable when you shoot [Magitechnical O]
[Pillar]
Sorcerer's Ring
Can pass through when shot

(Monster Data)

※ Superstar B appears from No.131 onward

Bat Bird-type	→P435
Bat Wing	25%
Drop: Spectacles	20%
Bat Wing	25%
–	
–	

Gekogeko Water Tower-type	→P450
Drop: Gamanb Oil	30%
Orange Gummy Drop	15%
Drop: Salmon	15%
Toad Oil	25%
–	

Otaota Water To	→P450
Drop: Soft Tail	25%
Drop: Irikia Herb	15%
Drop: Gummi Base	20%
Four Nori	15%
Soft Tail	20%

Wont Water Root Type	→P450
Drop: Fishman's Weapon	20%
Drop: Fishman's Dorsal Fin	15%
Drop: Mackerel	25%
Drop: Cocktail Bottle	15%
Fishman Dorsal Fin	15%

Golem Inorganic Type	P455
3 Magic Ore	35%
Drop: Cocktail Bottle	15%
Magic Concretion	15%
–	
–	

Superstar B. Magical Creature Type	→ P442
Section: Blue Star Stone	10%
Drop: Mackerel	15%
Pine Gummi	10%
–	
–	

No. Ruins Floating on Spring Water
20 ((MAP))
Shaikos Ruins

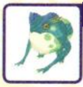
Obtain the "Sorcerer's Ring"

There are no signs of people in the Shaikos Ruins but when you approach the statue in the back, Rita will tell you the entrance to an underground passage hidden in the ruins. First, go down the stairs and explore the underground passage, advancing to the magical device. When you examine this, Rita will give you the valuable item the "Sorcerer's Ring," and from then on you will be able to fire a beam with a button. Shooting at the magical device can create bridges at specific locations in the dungeon, so check the map on page 166 and aim to proceed to the deepest part of the underground passage.

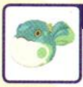
When you shoot the magical device, a golem appears in the passage. The path is narrow and combat is unavoidable, so watch your remaining HP and TP.

VS Gekogeko
Otaota
Wont

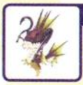
•BOSS DATA



Gekogeko →P450
HP 1550
Species: Aquatic Ty
Size: Medium
Attribute: Fire, Earth, Wind



Otaota →P450
HP 1100
Race: Aquatic Type
A Size: Small Attribute: Fire, Earth, Wind, Water, Light



Wont →P450
HP 1500
Race: Aquatic Type
Size: Medium
Attributes: Fire, Earth, Wind, W ight, Garden

During exploration, you may be ambushed from behind by one of the monsters Gekogeko, Otaota, or Wonto. They are not particularly strong enemies, but because the encounter is a surprise, pay attention to the fact that the party members participating in the battle may change. If you win the battle, the same enemy monsters will appear from the front. Use the Sorcerer's Ring to aim for an Advantage Encounter.

Open the way forward

As you progress through the underground passage, you will come to a place where the path is cut off. As mentioned above, shoot the magical device with the "Sorcerer's Ring" to create a bridge and cross. If you shoot the magical devices in order, you should be a along the way.

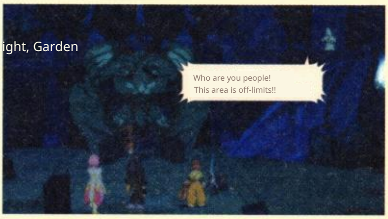
The underground passage contains many pieces of equipment such as weapons Build bridges and collect the scattered treasure chests.

When you fire the magitechnical device's power, a golem appears. This golem can be fought by firing the Sorcerer's Ring.

No. Humanoid magitechnical device deep inside the ruins
21 (MAP)
Shycos Ruins

Giant Humanoid Magus-Mechanical Device

In the deepest chamber you discover the humanoid magus-mechanical device Goliath, but its magus core has already been stolen. The culprit is a suspicious man hiding in the shadows. When you confront the man claiming to be a magus-mechanical researcher from Aspio, the Goliath he set upon you attacks.



Who are you people!
This area is off-limits!!

Here it will be proven that Rita is not the magus-core thief. Defeat the humanoid magus-mechanical device and corner the true culprit.

VS Goliaath

• BOSS DATA

Goliath →P458

HP 19200 Category: Inorgan

Size: Extra Large Attributes: Fire/Terra Sphere, Water/Light Aperture

ITEM Drop: Potent Poison Antibiotic (100%)
None

The Goliaath, which attacks by swinging its huge arms, has high physical attack power and a wide attack range. Fortunately its movements are slow, so it's best to circle behind it while free-running and launch your attack. However, its normal attacks will deflect your strikes, making it hard to deal effective damage. Focus your attacks on artes and skills.

1282 Damage!
3 Hits
Items
Camera Change
Goliath

The Goliaath fight will require frequent use of artes and skills. If you're about to run out of TP, recover with an Orange Gummi.

Secret Mission 2

• Secret Mission

Condition While Goliath is preparing its "X Buster," attack the Achilles tendon to knock it down.

Reward Accessory: "Poison Charm"

When Goliath's HP falls to about 70% or less, it uses the "X Buster," firing a laser from its chest. If you attack the right Achilles tendon from behind during the X Buster's firing motion, Goliath will fall over and the secret mission will be achieved. The glow on Goliath's back signals the firing, but attacking the Achilles tendon from the front won't be in time. Position yourself behind it in advance and wait for the opportunity.

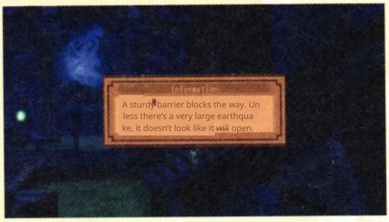
Rapido, with its quick movements, is easy to use for this tactic. Its low height also makes it harder for Goliath to hit, which is an advantage.

No. 22 Not afraid of thieves

((MAP)) Shaikos Ruins

Chase the Magic Core Thief

Although you drive off the Goliaath, the magic core thief has already fled. Estelle seems worried that Flynn might return, but Yuri persuades Estelle to let him pursue in order to uncover the thief's identity. Return the way you came and head for the entrance to the underground passage.


Information

A sturdy barrier blocks the way. Unless there's a very large earthquake, it doesn't look like it will open.

The door ahead at the grade-separated crossing is impassable at this time. This door will become passable after No.146.

VS | Otaota ×2
Gekogeko

• BOSS DATA

Otaota →P450

HP 1100 Category: Aquatic

Size: Small Attributes: Fire, Earth, Wind, Water, Light, Aux

Gekogeko →P450

HP 1550 Group: Aquatic

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Field

If you go back through the underground passage, you'll catch up with the Mana Core Thief near the entrance. However, to capture him you must defeat the two surrounding Otaota and the Gekogeko. They are no stronger than regular monsters and are considerably easier opponents compared to Goliath. Defeat them quickly to reveal the true identity of the Mana Core Thief.

Return to Aspio for now.

According to the Mana Core Thief, someone else stole the mana core from the lower town of Zaphias. When pressed, he reveals that the client who had them steal the core is a one-eyed man at Trim Port. Yuri and the others learn that Flynn has already left from here, so they decide to return to Aspio for the time being.

No. 23 ~ No. 25 The Genius Mage Joins the Party ~ Bounty Target

No. 23 The genius mage also joins the party (MAP)

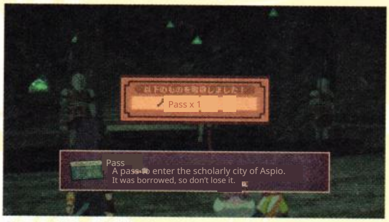
Academic Closed City Aspio (→P164)

Sub-events

☐ Favorite Things (1) ■Limited Time →P306

Wait at Rita's cabin for her return

Upon returning to Aspio, Rita says she will go summon the guards to capture the magic-core thief she knocked out in the Chaikos Ruins, and temporarily leaves the party. Receive from her the “Pass” needed to go through the entrance, then head toward Rita’s hut near the shore. When Rita returns, you learn that Flen has gone to Haruru.

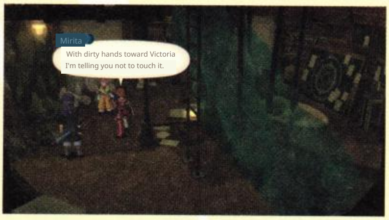


Pass
A pass to enter the scholarly city of Aspio.
It was borrowed, so don't lose it.

By obtaining the valuable item “Pass,” you can freely come and go through the Aspio entrance that you previously could not pass.

Before heading to Haruru

When you leave Rita's cabin and head to the square, Rita, who chased after the party, will join the party. After this, you will head to Harull, but before doing so it’s a good idea to return to Rita's cabin and check the limited-time sub-event "Things I Like (1)" (→ P306).



With dirty hands toward Victoria
I'm telling you not to touch it.

If you examine the white magitechnic device to the left of Rita's hut, you can see Rita's odd side of giving names to magitechnic devices.

No. 24 The Mage's Curiosity (MAP)

Flower Town Haruru (P162)

Raven's Message

When you arrive in Haruru, the town elder gives you a letter from Flen. Before going to pick up Rita, who went to see the Haruru Tree, buy a “Poison Bottle” in preparation for the next destination, Efmid Hill.

No. 25 Bounty Head (MAP)

Flower Town Haruru (→P162)

Attack by LeBlanc Squad!

After reuniting with Rita and attempting to leave town, the LeBlanc Squad appears and challenges you to a fight to capture Yuri. After defeating them you are automatically returned to the field, and Over Limit becomes available.

VS Adecour (2)
Boccos (2)

• BOSS DATA

Adecour (2)→P425 [illegible]9 Race: Humanoid A Size: Medium Attribute: Fire, Earth, Wind, Water, Light, Aura

Bokkos (2)→P425 HP 6543 Race: Humanoid AV Size: Mediu[illegible]e: Fire, Earth Wind, Water, Light, Garden

You face Adecour and Bokkos. As before, they are not particularly strong, but they will use Over Limits. Make sure to hold your guard firmly and fight.

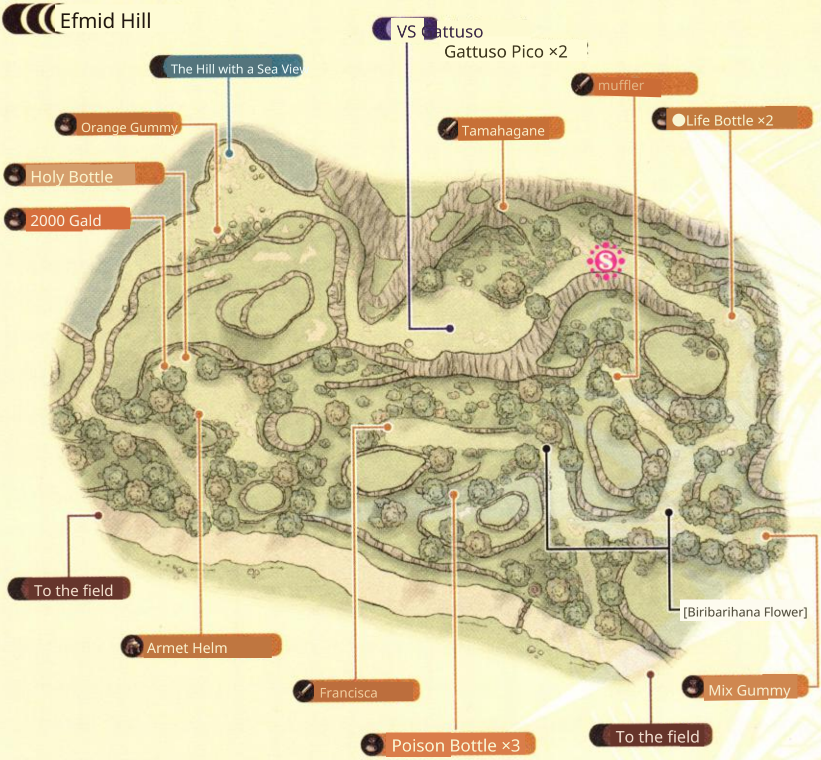
Evade the pursuers and head to Efmid Hill

After defeating Leblanc's squad, they learn that the assassins pursuing Flynn are also closing in on them. Yuri and the others decide to cross the Efmid Hill to the west in order to head to Capua North, where Flynn is waiting.

No. 26 ~ No. 27

The Hill with a Sea View ~ Let's Cross the Hill

Efmid Hill


VS Gattuso
Gattuso Pico ×2
The Hill with a Sea View
muffler
Orange Gummy
Tamahagane
Life Bottle ×2
Holy Bottle
2000 Gald
To the field
Armet Helm
Francisca
[Biribarihana Flower]
Mix Gummy
Poison Bottle ×3
To the field

(Monster Data)

※Gold Star appears from No.131 onward

Gattuzo Pico Beast	→P432
Drop Life Bottle	15%
Falling Beef	15%
Wolf Fang	15%
–	
–	

Chun-Chun Bird Type	→P435
Drop Small Bird Feather	20%
Drop: Irikia Herb	25%
Falling Chicken	15%
Small Bird Feather	20%
–	

Sea Siders Magical Creature Type	→P439
Falling Ape-Man's Coarse Hair	20%
Joint Shell	25%
Drop: Cocktail Bottle	20%
Falling Apple	15%
Day Shell	15%

Seven Star Insect-type	→P452
Fall Aphid	25%
Drop: Cocktail Bottle	15%
Fall Poison Bottle	20%
Fall Lettuce	15%
Aphid	15%

Basilisk 鱗型	→P459
Fall Basilisk Scale	30%
Fall Poison Bottle	15%
Basilisk Scale	15%
–	
–	

Gold Star Insect type	→P453
Fall Aphid	25%
Fall King Aphid	15%
Fall Banashia Bottle	15%
Aphid	10%
–	

No. 26 The Hill with a Sea View

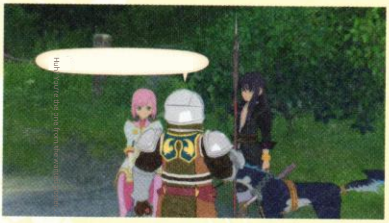
((MAP))
Efmid Hill

Sub-events

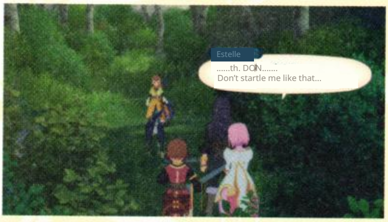
☐ Under Haruru's Tree →P307

Destroyed Barrier Magic Device

Upon arriving at Efumido Hill, they witness a barrier magitechnical device destroyed by a mysterious dragon tamer. The exit to Kapua Nol is nearby, but Rita gets into a scuffle with the knights, forcing them to flee along a game trail.



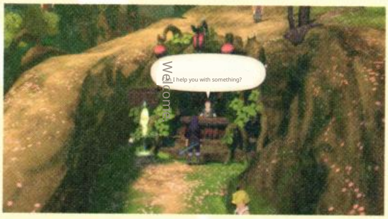
When it comes to magical devices, Rita gets excited anywhere and anytime. Because of her, Yuri's wanted status is exposed.



Karol temporarily gets separated from Yuri and the others, but if you follow the animal trail you can rejoin them quickly.

If you reunite with your companions you can return to Harul.

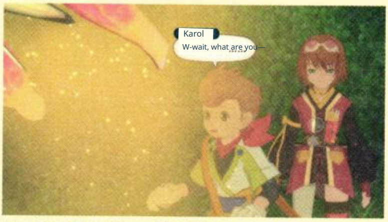
Enter the animal trail; once Karol rejoins you, you'll be able to return to the field. At this point Harul's facilities become available, so if you're short on healing items it's a good idea to go to Harul to restock.



Exploring Efmido Hill is convenient if you have a "Poison Charm." You'll want to synthesize one at Haruru's shop.

Beware of the Biribarīha Flower?

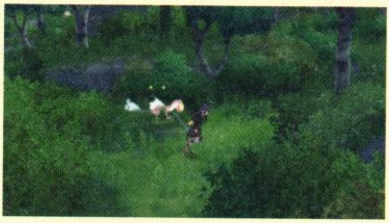
Biribarīha flowers grow wild on Efumido Hill. If you inhale the pollen sprayed from their red petals, you may lose consciousness — they are dangerous plants. Also, when you approach one of the two Biribarīha flowers shown on the map, you can see a scene where Rita's prank causes Karol to faint.



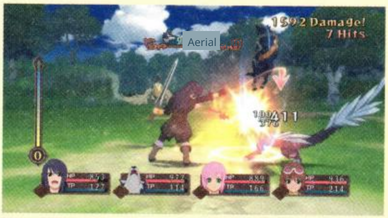
Whichever Biribarīha flower you visit, the event content is the same, though the camera angles change slightly.

Beware of the Basilisk's "Poison Fang"

Among the monsters that appear here, the basilisk—whose attacks induce the poisoned status—is especially dangerous. When it appears together with other monsters, you should prioritize defeating it. Of course, if you become poisoned, quickly recover with a "Poison Bottle." Note that "Poison Bottles" can be obtained with a certain probability by defeating Seven Stars or basilisks.



You can shoot the basilisk enemy symbol with the Sorcerer's Ring and, while it is stunned, pass by it.



The basilisk has no particular resistances or weaknesses. The quickest way is to defeat them one by one with combos.

VS Gattuso

Gattuso Pico ×2

•BOSS DATA

Gattuso →P432

HP 26543 Race Beast-type

Size Large Attribute Fire Earth Wind Water Light Dark

ITEM Drops Power Light (100%) / Wolf Fang (15%)

Steal None

Gattuso Pico →P432

HP 3200 Race Beast-type

Size: Medium Attributes: Fire, Earth, Mystic, Water, Light, Forest

Gattuso is a fast-moving, powerful enemy who uses Poison Claw, which induces the poisoned status, and the wide-range Roar. Add Rita, who can attack from a distance with artes, to your battle party and set the tactic position to "Keep Distance." Defeat the annoying Gattuso Pico first, then use Rita's high-hit-count Stone Blast to hold Gattuso in place, while other characters follow up with additional attacks.

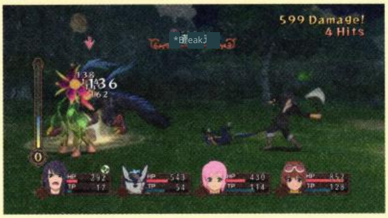
Secret Mission 3

•Secret Mission

Condition Use the Biribariha flower to stun Gattuso and then take the down

Reward Accessory "Attack Ring"

In the battle against Gattuso, Bilihariha flowers bloom around the outer edge of the field; when attacked, they release pollen that causes stun. Use this pollen to stun Gattuso, then land some kind of attack to complete the secret mission. Here, control Yuri and lure Gattuso near a Bilibariha flower for the time being. Then activate Overlimits and repeatedly use "Azure Cleaver." "Azure Cleaver" has a long range and pierces enemies. By using this, you can make the flowers release pollen while attacking Gattuso from a safe position.



Stand in a position where Gattuso and the Biribariha flower are aligned in a straight line and unleash repeated long-range attacks with the "Azure Cleaving Blade."

After defeating Gattuso, go up to the hill

After repelling Gattuso, proceed toward the exit of Efmid Hill. Along the way there is a hill with a view of the sea. Two side events will occur at this timing, so don't miss them.

No. 27 Let's go over the hill

MAP

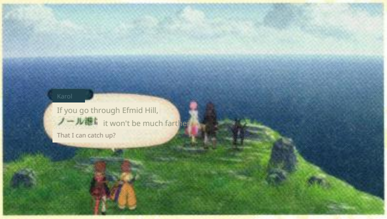
Efmid Hill

Sub-events

Entrance Grave Visit (1)	Limited time →P307
☐Destroyer of Magitek Devices	Limited time →P307

Estelle, moved by the sea for the first time

Standing on the hill with a view of the sea, Estelle is overwhelmed by landscapes of a world she did not know. For her, who until now had only thought about meeting Flynn, this becomes an opportunity to reflect on the meaning of the journey.


Karol
If you go through Efmid Hill,
ノール港に it won't be much farther
That I can catch up?

Estelle and the others are moved by the sight of the sea for the first time. After this, go and head for the exit.

Watch out for densely packed enemy symbols

There are Gattuso and Pico enemy symbols near the exit. The path is narrow and other enemy symbols are also clustered here, so once you are spotted it will be difficult to escape. You should try to get an advantage encounter with the "Sorcerer's Ring," but if that proves hard, engage them head-on.

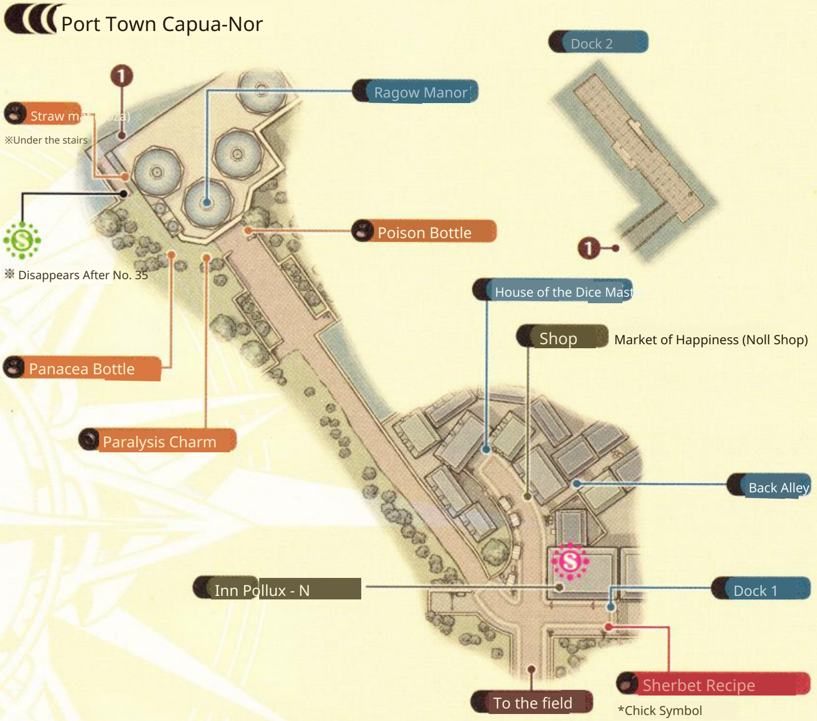
Kapua Nor is located west of Efmid Hill. Exit to the field and follow the path onward.

SCENARIO

No. 28 ~ No. 31

Unsettled Port Town ~ To Capture Risgaro

Port Town Capua-Nor


Dock 2
Ragow Manor
1
Straw mat (goza)
※Under the stairs
S
※ Disappears After No. 35
Poison Bottle
1
House of the Dice Master
Shop
Market of Happiness (Noll Shop)
Panacea Bottle
Paralysis Charm
Back Alley
S
Inn Pollux - N
Dock 1
Sherbet Recipe
To the field
*Chick Symbol

Shop data)

Market of Happiness (Noll Shop)

Category	Product Name	Price
Items	Apple Gummi	100
	Orange Gummy	250
	Panacea Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100

Category	Product Name	Price
Weapons	Francisca	1120
	Morning Star	1200
	Heavy Maul	1380
	Kogarashi	350
	Stiletto	820
	Chain	690
Head	Armet Helm	530
	Bronze Circlet	480

Category	Product Name	Price
Body	Chain Mail	1170
	Breast Guard	980
	Silk Cloak	900
	Thief Jacket	920
Accessory	Talisman	1000
	Beef	100
Ingredient:	Mackerel	40
	Salmon	40

Category	Item Name	Price
Ingredient	Onion	30
	Peach	40
	Apple	40
	Rice	80
	Bread	80
	Milk	20
	Nori	30

※Items added from No.114 onward

Category	Item Name	Price
Items	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150

Category	Product Name	Price
Items	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Diney Bottle	500
	Simple Tent	250

Category	Product Name	Price
Tent (item)		500
	Chicken	80
	Pork	80
Ingredient	Tuna	80
	Scallop	60
	Squid	40

Category	Item Name	Price
Ingredients	Shrimp	40
	Mochimocchin Powder	50
	Egg	20
	Complete	20

No. 28 Uneasy Port Town

(((MAP))) Port Town Capua-Nor

People suffering under tyranny

Upon arriving at Kapua Knoll, Yuri and his party meet a couple whose child was taken by the governor. They are told that if they defeat the monsters the governor demands and present them, their child will be returned, but the husband is already badly wounded. After parting with Estelle and the others who will look after them, Yuri must act alone here. When he advances into the back alley by the shop where he senses someone's presence, Yuri will have to fight a mysterious assassin by himself, so it's a good idea to prepare Yuri's equipment at the shop in advance.

VS Leton ×3

• BOSS DATA

Leton →P417

HP 2000 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Yuri fights three Leton by himself. Leton only use close-range physical attacks, but if surrounded there's a danger of taking consecutive hits. Attack from the edge and try to take them down one by one. Also recommended is keeping distance with free run and using artes/skills that hit multiple enemies like "Blue Break Blade" and "Raging Smash Break" to deal damage.

Since this will be a solo fight, you cannot rely on party members for healing. Use recovery items generously.

An old friend rushes to the scene

When the fight with Leton is decided and Yuri finds himself in a tight spot, a knight comes to his aid and together they repel the threat. That knight is Yuri's old friend Flynn, whom Estelle had been pursuing. After the commotion calms down and you head back to the inn, Estelle and Flynn are found deep in conversation. Spend some time in town until they finish talking.

NO. 29 Mysterious Girl

(((MAP))) Port Town Capua-Nor

Sub-events

☐ Dice Game →P307

Trouble Brews, Appearance

When Yuri goes alone to Governor Ragou's mansion, he encounters a scene at the gate where a mysterious girl holding an oden skewer is quarreling with the guard. As the guard points his sword to drive the girl away and Yuri tries to restrain him, the girl ignites a cloud of yellow smoke and disappears. Once the commotion has settled, return to the inn for the time being.

What a pity.
Now is not the time.

The girl leaves behind an enigmatic remark and vanishes. In this event you can obtain the valuable item "Utsusemi Doll" (空蝉人形).

Find a way to meet the governor

Meet up with Karol and the others in front of the inn and go inside. Estelle and Flynn are in the left room. After hearing about the trip from Estelle, Flynn thanks her for escorting him, but says he cannot simply overlook Yuri's wrongdoing. Then Sordia and Witchil, who have been traveling with Flynn, appear. According to Witchil, the storm around Kapua Knoll won't stop because of a magical device brought into Ragou's mansion. Moreover, Ragou himself is said to be releasing monsters into the wild and forcing them to fight the townspeople. To uncover the truth, head to Ragou's mansion.

フレン
And on that basis, what is to be received should be received

Sodia sharply presses the wanted Yuri. Thanks to Flynn's explanation, the situation is resolved.

No. The Tyrannical Regent
30 ((MAP))
Port Town Capua-Nor

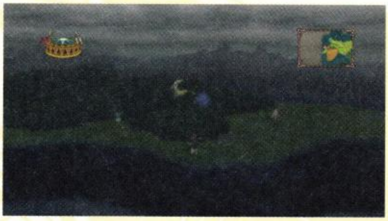
To meet the Regent

Although they headed to Ragow's mansion to meet him, Yuri and the others are politely turned away. Yuri thinks the quickest way to meet the notorious Regent is to offer him a tribute. After gathering information from the townspeople, return to the town entrance to obtain a tribute from Ribgaro, who is said to be on the field.

No. Capture Lisgaro
31 (MAP))
Kapua-Nol, South Port Town, Mulrokia Peninsula

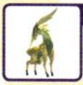
Ribgaro is in the southern forest of the Mulrokia Peninsula

To obtain the offering "Golden Horn," you need to defeat the Ribgaro that appears on the heights south of Kapua Knoll. Ribgaro only appears when the weather is rainy, and at that time it is always raining. Therefore, as long as you don't go to the wrong location, you can reliably encounter Ribgaro.



The enemy symbol for Ribgaro is noticeably large and does not move from its spawn point, so it should be easy to distinguish.

VS Ribgaro (1)
• BOSS DATA



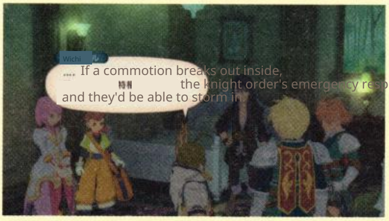
Leegaro (1) →P430

HP 10001 Species: Beast-type

Size: Large Attributes: Fire Earth Wind Water Light Dark Ribugaro has high HP, but it does not use any particularly powerful attacks. Also, since it appears alone, you have an overwhelming numerical advantage. Surround Ribugaro and aim for combos to easily defeat it. When Ribugaro is slain, Yuri cuts off Ribugaro's horn, and you obtain the offered item "Golden Horn."

After obtaining the "Golden Horn," return to Kapua-Nol

After obtaining the "Golden Horn" and returning to Capua Knoll, you reunite with the couple whose child was taken. There, Yuri gives the couple the tribute he had worked hard to obtain. For the time being, to check on Flynn's condition, go to the inn and head to the guest room on the left.



Wichi

.... If a commotion breaks out inside, the knight order's emergency response would take p

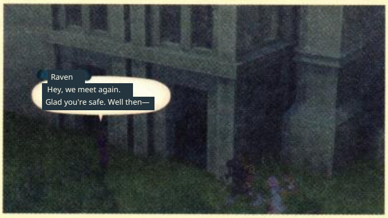
and they'd be able to storm in.

Fleen is having trouble with Ragou, who is immune even to investigation warrants. It seems they could break in if a disturbance occurred in

• Storm Ragou's Manor

After speaking with Fleen, head to Ragou's manor to assist him. As the group ponders how to infiltrate in front of the manor, Raven—the mysterious old man they met in Zarfas Castle's dungeon—appears. Raven pretends to cooperate but calmly betrays Yuri and the others. Enraged by his attitude, Rita attacks the gatekeeper, and they forcibly enter through the manor's back door.

As soon as you enter the mansion, immediately on the left there are a "Panacea
Make sure not to miss them.



Raven

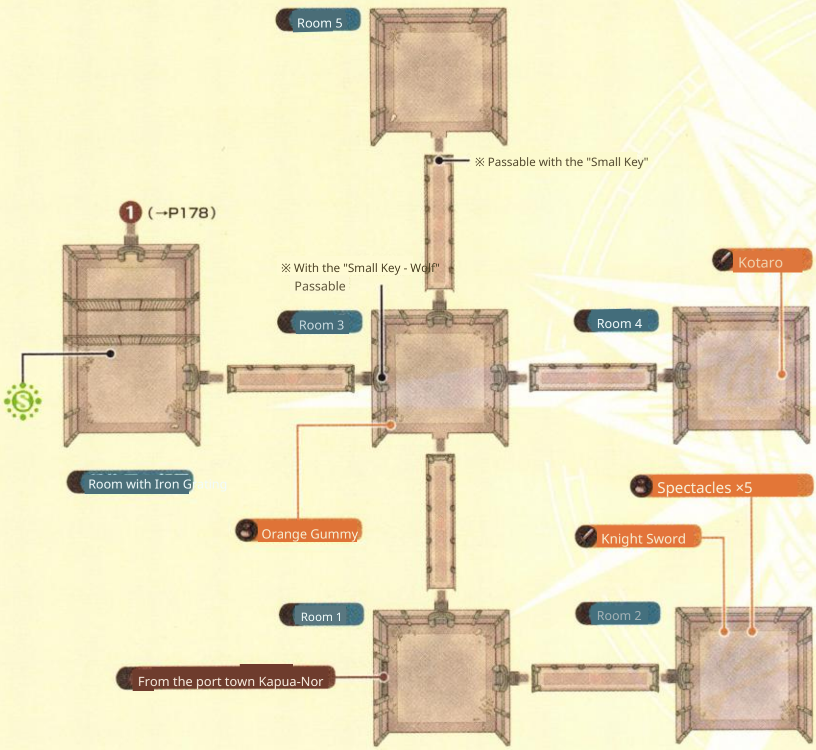
Hey, we meet again.
Glad you're safe. Well then—

When you approach Raven standing at the back entrance, the scene automatical
switches to the interior of Ragow's mansion.

No. 32 ~ No. 35

From the underground with monsters ~ the sinking ship

(Ragow's mansion


Room 5
※ Passable with the "Small Key"
① (→P178)
※ With the "Small Key - Wolf" Passable
Kotaro
Room 3
Room 4
Ⓢ
Room with Iron G
Orange Gummy
Spectacles ×5
Knight Sword
Room 1
Room 2
From the port town Kapua-Nor

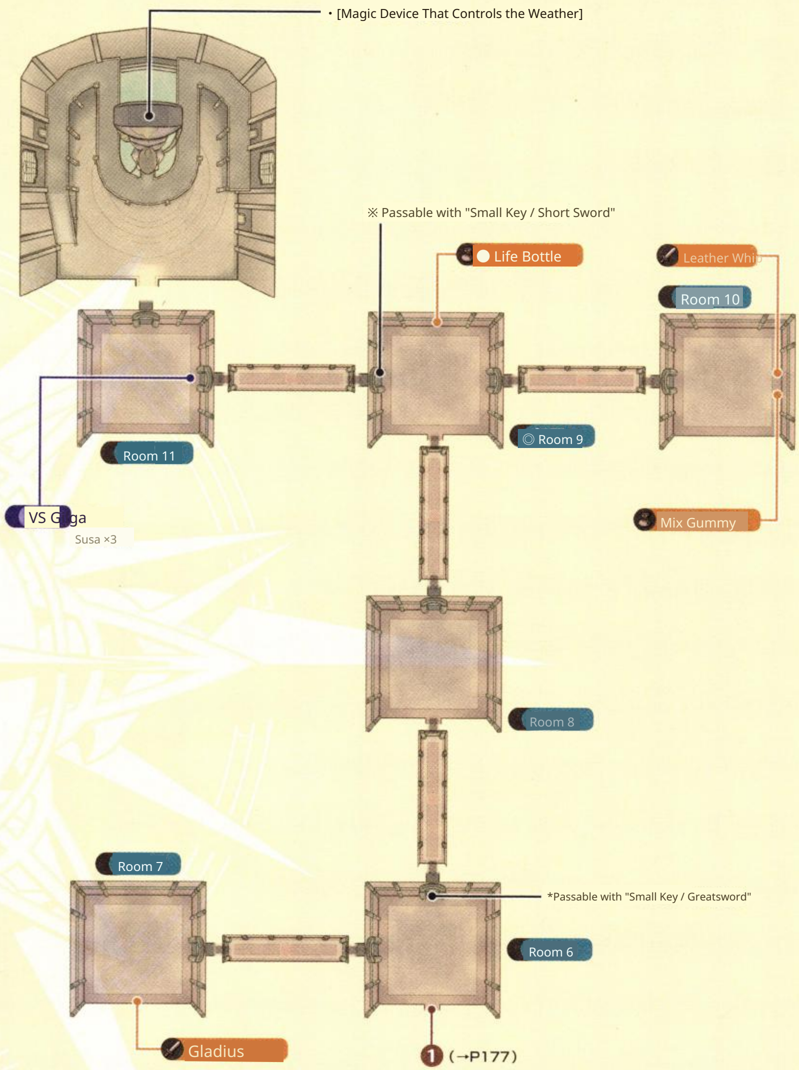
(Monster Data)

Black Wolf	獣型 →P428
Drop: Wolf Fang	25%
Drop: Fangbeast Pelt	15%
Drop Life Bottle	15%
Falling Beef	15%
Wolf Fang	25%

Black Rhino	Beast Type →P429
Drop: Hard Hide	25%
Fallen Rhino Horn	25%
Drop Life Bottle	35%
Drop: Bok	15%
Lemon Gummi	20%

Black Bat	Bird type →P435
Drop: Bat Wing	25%
Apple Gummy Drop	20%
Drop: Dark Bottle	20%
Bat Wing	25%
–	

Black Basilisk	Training type →P459
Drop: Basilisk Scale	25%
Drop: Poison Bottle	15%
Basilisk Scale	15%
–	
–	


・[Magic Device That Controls the Weather]
※ Passable with "Small Key / Short Sword"
Life Bottle
Leather Whi
Room 10
Room 11
Room 9
VS G ga
Susa ×3
Mix Gummy
Room 8
Room 7
*Passable with "Small Key / Greatsword"
Room 6
Gladius
1 (→P177)

(Monster Data)

Susa	Humanoid →P419
Dropped: Monster Bone	20%
Drop: Cocktail Bottle	25%
Dropped: Bread	15%
Monster Bone	25%
–	

Vale	Humanoid →P419
Dropped: Broken Short Sword	30%
Apple Gummy Drop	15%
Dropped: Panacea Bottle	15%
Dropped: Tofu	15%
Broken Dagger	25%

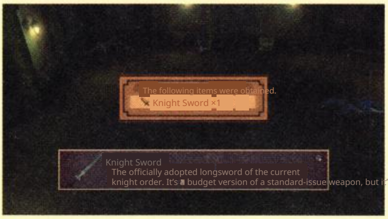
Gilga	Huma →P419
Broken Dagger	30%
Orange Gummy Drop	15%
Drop Life Bottle	15%
Dropped: Egg	15%
Stolen: Broken Short Sword	25%

No. Underground with monsters

32 ((MAP))
Ragow Manor

The place I infiltrated was a dim basement

Yuri and the others infiltrated the basement ahead of Flan's knight order so they could send the knights into Ragow's mansion. As with other dungeons, enemy symbols wander here. Since Ragow's mansion cannot be visited again after this point, be sure to collect every treasure chest.



The following items were obtained.
Knight Sword ×1

Knight Sword
The officially adopted longsword of the current knight order. It's a budget version of a standard-issue weapon, but it's a well-crafted blade in terms of durability and workmanship

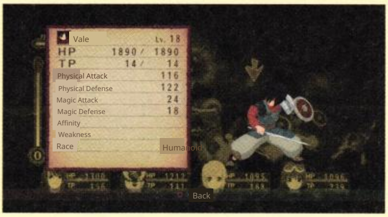
The four kinds of weapons found in the treasure chests all have powerful attributes. Change your equipment immediately.

Explore while obtaining keys.

To obtain all the treasure chests and proceed, explore rooms 1–11 in order and head for the room containing the weather-controlling magic device. However, there are four locked doors on the map, and you will need the corresponding key for each to go further. Keys can be obtained by defeating enemies; the locations where they can be obtained and the types of keys are as follows. The type of enemy that drops a key is not fixed — if you defeat the first enemy you encounter in a room where a key can be obtained, you will always receive the key.

- Keys obtainable from enemies

Location obtained	Type of key
Room 4	Small Key
Room 5	Small Key (Wolf)
Room 7	Small Key (Greatsword)
Room 10	Small Key (Shortsword)



Vale Lv. 18
HP 1890 / 1890
TP 14 / 14
Physical Attack 116
Physical Defense 122
Magic Attack 24
Magic Defense 18
Affinity
Weakness
Race Humanoid

Three types of humanoid enemies appear only in this dungeon. Be sure to register them in the "Monster Encyclopedia".

No. Reunion with the girl

33 (MAP) [redacted]
Ragow Manor

Ragow Manor

When you proceed to Room 8, Yuri has a strange reunion with the girl he met in front of the mansion. The girl has been captured by Ragow's men and is hung from the ceiling like a bagworm. When you rescue and speak with the girl, who calls herself Patty, she says she broke into the mansion looking for treasure. Patty will accompany Yuri and the others, but at this point she cannot fight as a party member.

Patty
I a
adventurer.

Pati, who says she is an adventurer. Her words and actions are elusive, and it is hard to tell how serious she really is.

VS Gilga
Susa ×3

• BOSS DATA

Gilga →P419
HP 2900
Race: Humanoid AV
Size: Medium
Attribute Fire Earth Wind Water

Susa →P419
HP 3200
Race: Humanoid AV
Size: Medium
Attributes: Fire, Earth, Wind

As soon as you enter Room 11, combat will begin, so prepare in advance. First, prioritize and take down the fast-moving Gilga. Susa, wielding a greatsword, has a wide attack range and is difficult to evade during free run; it is safer to guard first and then counterattack.

1852 Damage!
5 Hits
Ku Sen Ga 5
624
248

Both Gilga and Susa are humanoid monsters. It would be good to have in the battle party.

No. 34 Great Chaos at the Ragow Manor

((MAP)) "Ragow's Manor ~ Port Town Capua-Noir (→P174)

Mysterious Dragon Tamer Attack

The place Ragou fled to was a large chamber housing a magical device that controls the weather. While Yuri and the others were causing a commotion there to draw in Flynn's knight squad, a dragon tamer claiming to have destroyed the barrier magic device on Efmid Hill appeared. Although Flynn's squad arrived, the mansion fell into chaos, and Ragou took advantage of the confusion to board a ship and escape.

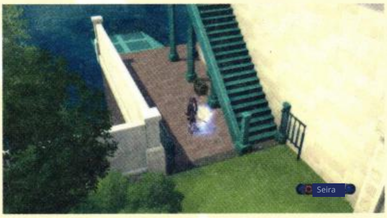
Karol
No way, are these guys the Crimson Legion?

Cornered, Ragou sends the guild "Crimson Bond Mercenary Corps" to finish off Yuri and the others.

Bursting through the window, a suddenly appearing dragon tamer. He destroys the weather-controlling magical device that serves as evidence of Ragou's tyranny.

Before chasing Dragow

When Ragou flees, the scene will automatically switch to outside the mansion. If you go to Dock 2 you can jump onto Ragou's ship, but to prepare for the battle on the ship, it's a good idea to restock items beforehand at the Kapua Nohr shop.



Once you board the ship, you cannot return ashore until No. 36. Be sure to save at the memory sigil outside the manor.

No. 35 From the sinking ship

((MAP)) Onboard the ship

To the ship Ragou fled to

Yuri and the others leaped onto the ship that was about to weigh anchor and set sail. Onboard were a large number of magic cores that appeared to have been gathered from various places, and Ragou's name surfaced as the mastermind behind the magic-core thefts. The true culprit had been suspected to be a one-eyed giant, but it might be Ragou… As the party pondered this, members of one of the Five Great Guilds, the "Crimson Bond Mercenary Corps," appeared. Here, a battle with bandits breaks out.

リタ
This, 魔導器の
I'm not a demon!

Yuri and the others are astonished by the large number of blastia cores. However, It seems that the stolen water conduit magitec has no magi-core.

VS Bandit (1)×3

• BOSS DATA

Bandit (1) →P415

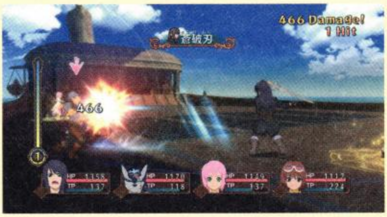
HP 3100

Race: Humanoid AV

Size: Medium

Attributes: Fire, Earth, Wind, Water, Light, Dark

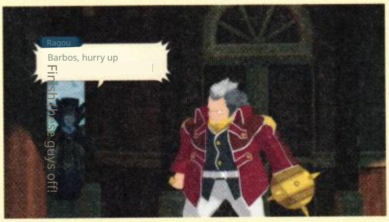
If your equipment and level are adequate, Bandits are not a difficult opponent; however, a battle with Zagi follows immediately. If you want to be fully prepared for Zagi, make sure to heal thoroughly before defeating the last Bandit. Also, if you are aiming to complete a secret mission in the fight against Zagi, during the battle change your formation to move everyone to the edge and conserve your Overlimit gauge.



Bandits attack in numbers. From a distance, you can safely deal damage by firing "Azure Cleaving Blade".

A one-eyed giant appears!

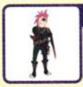
After defeating the bandits, the one-eyed giant mentioned by the robed man at the Shaikos Ruins appears. From the conversation between the giant and Ragou, his name is revealed to be Balbos. It turns out Ragou had been conspiring with the mastermind behind the mana core thefts. After Balbos taunts Yuri and the others, he and Ragou escape by boat. Left behind on Ragou's flaming ship, Yuri and the others face Zagi—who was assigned to clean up the mess—in a second blade duel.



The one-eyed big man is the leader of the "Crimson Bond Mercenary Corps," Valbos. The organization that has been stealing magic cores is finally revealed.

VS Zagi (3)

BOSS DATA



Zagi (3) →P420

HP 31000

Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark

Drop: Paralyze Charm (100%)

ITEM: Sage (10%)

Zagi now uses a new move, "Steal-Life Lightning Chain," which causes paralysis. Therefore, it's reassuring to have Estelle or Karol in your party who can cure status ailments. The player-controlled character should free-run to make Zagi's attacks miss, then use that opening to go for combos. Also, Zagi is weak to water, so Rita's "Champagne" and "Splash" are effective. These have many hits and can keep Zagi pinned for a while. Following up from this, you can deal damage efficiently.

Zagi's attacks easily cause guard breaks, so stopping your feet is dangerous. Keep moving constantly with free run.

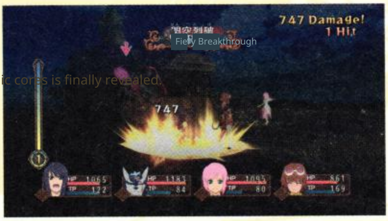
Secret Mission 4

Secret Mission

Condition Knock Zagi (3) off the ship and into the sea from the deck

Reward Accessory "Seab's Mantle"

To complete the secret mission, you must launch Zagi into the air from one end of the deck and use an attack that can cause a down to send him into the sea. Zagi moves quickly and frequently changes targets, but it becomes easier to lure him if you gather the entire party at the ends of the deck in formation. Then make Yuri the controlled character; when Zagi charges in, free-run around to his back. If you activate Over Limit starting from Twin Fang Palm toward the sea, you can blast Zagi off and make him fall into the ocean. If you are level 18 or higher, "Retsusai Shouha" (Raging Crush Break) is also effective as an alternative to Over Limit.



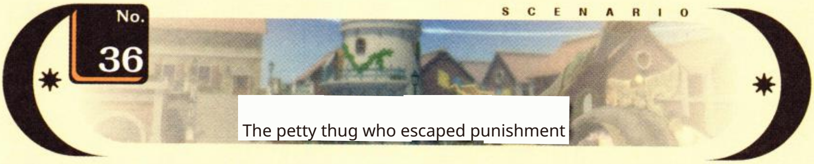
The best opportunity is right after the battle starts when Zagi charges in. If you fail, brace your guard and wait for another chance.

Who was the person rescued from the ship?

When Zagi is driven off, Ragou's ship sinks amid roaring flames. As the party is about to dive into the sea, a voice is heard from somewhere, and Yuri narrowly succeeds in rescuing the person trapped inside the ship. That person is named Yodel, who seems to be an acquaintance of Estelle and Flynn. Shortly after, Flynn's knightship arrives and picks them up, and Yuri and the others are taken to Capua Trim.

Raven (Ren)
••••• Ah! Lord Yodel!

Flen, upon seeing Yodel, changes color and is surprised. Though young, he seems to be someone of a certain standing.

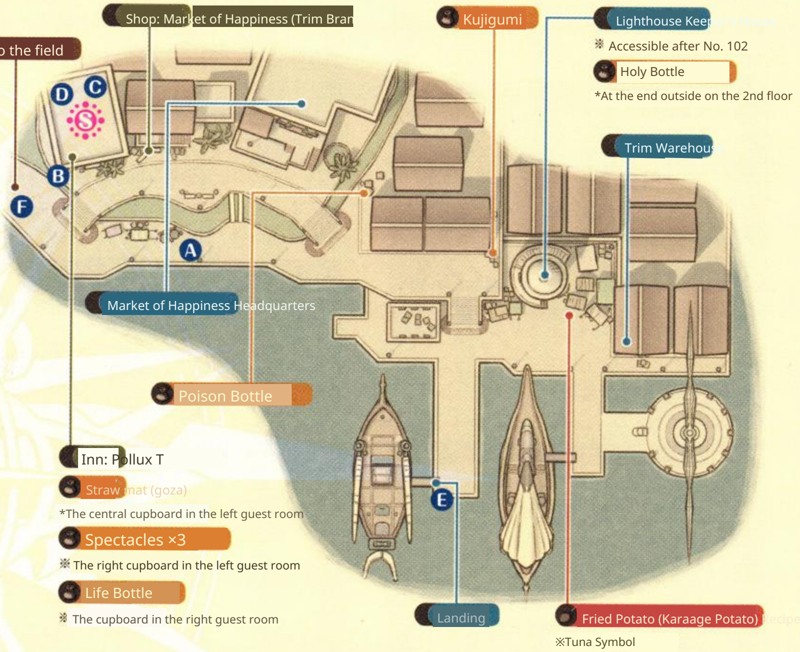


SCENARIO

No. 36

The petty thug who escaped punishment

Port Town Kapua Trim



Shop: Market of Happiness (Trim Bran

To the field

Kujigumi

Lighthouse Keeper's House

※ Accessible after No. 102

Holy Bottle

*At the end outside on the 2nd floor

Trim Warehouse

Market of Happiness Headquarters

Poison Bottle

Inn: Pollux T

Straw mat (goza)

*The central cupboard in the left guest room

Spectacles ×3

※ The right cupboard in the left guest room

Life Bottle

※ The cupboard in the right guest room

Landing

Fried Potato (Karaage Potato) Recipe

※Tuna Symbol

*A–F are used in No. 65 (→P211)

(Shop Data

Market of Happiness (Trim Shop)

Category	Product Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Panacea Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300

Category	Product Name	Price
Items	Spectacles	10
	Straw mat (goza)	100
Weapon	Knight Sword	1300
	Gladius	1350
	Great Axe	780
	Heavy Maul	1380
	muffler	920

Category	Product Name	Price
Weapon	Tamahagane	1000
Ingredients	Beef	100
	Chicken	80
	Mackerel	40
	Salmon	40
	Onion	30
	Potato	30

Category	Product Name	Price
Ingredients	Peach	40
	Rice	80
	Milk	20
	Nori	30

Category	Product Name	Price
Items	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150

Category	Product Name:	Price
Items	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Simple Tent	250
	Tent	500

Category	Product Name	Price
Ingredients	Tuna	80
	Scallop	60
	Squid	40
	Shrimp	40
	Apple	40
	Kiwi	40

※ Items added from No.126 onward

Category	Product Name	Price
Ingredient	Strawberry	20
	Banana	20
	Orange	20

No. 36 The Little Rogue Who Escaped Guilt

(MAP)
Port Town Kapua Trim

Sub-events

Mouth Report | Limited Time →P307

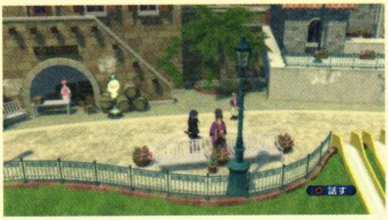
Encounter with Ragou at the Inn

Yuri and the others arrive at Kapua Trim. If you go to the guest room on the right side of the inn where Flynn and Yoder are waiting, you find Ragou there... Flynn doesn't seem to have the strength to press Ragou, who plays dumb.

At the inn, they are told that the boy Yodel, who was rescued from Lagou's ship, is one of the candidates for the next emperor.

Obtained information from Raven

After leaving the inn, Yuri searches alone for clues about the spirit core. When he goes to the center of town, he finds Raven, whom he had lost track of at Lagou's mansion. From him, Yuri learns that a dangerous guild group headed northwest.



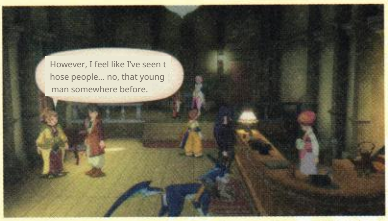
Raven is sitting on the bench in front of the shop. Talk to him to extract the information.

Raven
"Maybe we should run away from this."

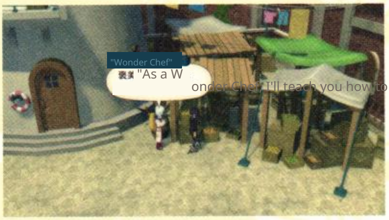
"Raven, who pays no mind to the incident at Ragou's mansion, sees Rita's angry state and flees."

Heading west to uncover the true nature of the guild

Based on Raven's information, Yuri and the others decide to pursue the guild group and head to Carbocrum, west of Capua Trim. Since a fearsome giant awaits them in the deepest part of Carbocrum, be sure to fully restock equipment and recovery items before leaving Capua Trim. Also, don't forget to check the Wonder Chef standing in front of the lighthouse keeper's house.


However, I feel like I've seen those people... no, that young man somewhere before.

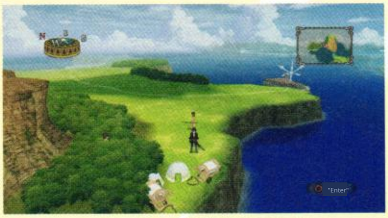
Once all party members are assembled, staying at the inn will trigger a "Report" (→P307). It is time-limited, so be careful not to miss it.



"From the Wonder Chef who took the form of a tuna, you receive the recipe for 'Karaage Potato,' which increases magical attack power by 10%."

"Be careful of terrain that's easy to overlook"

"Carboklam is located just north shortly after crossing the bridge from East Plains of the Torubikia Continent into East Torubikia. This area is covered by forest, making the terrain hard to see and easy to miss, so be cautious. Upon entering East Torubikia, the types of enemy symbols that appear and the weather change, so use that as a guideline."



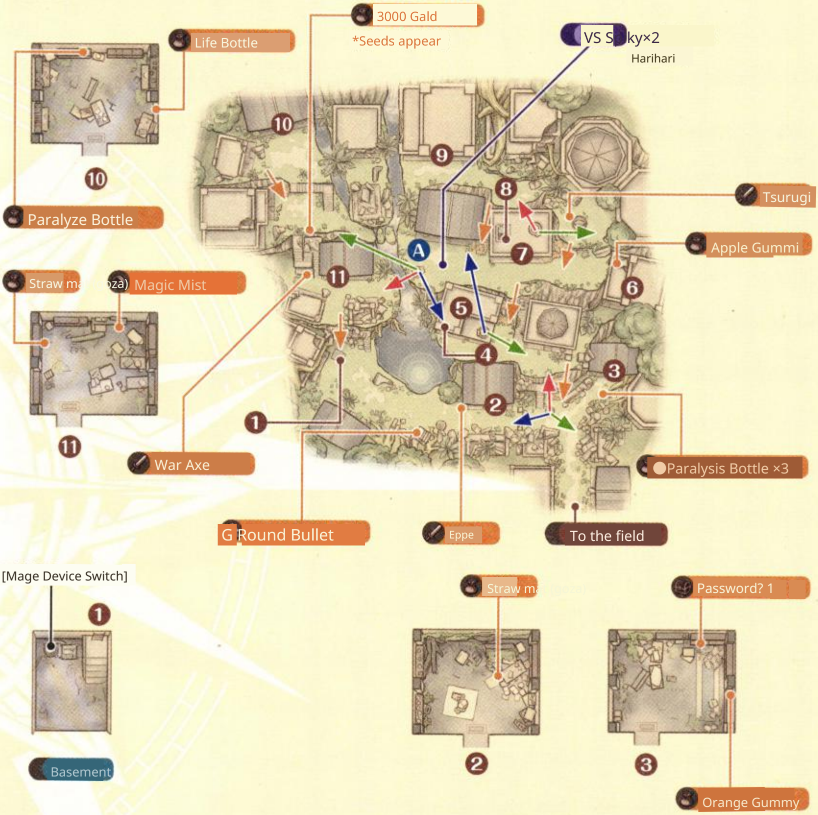
"To the west of Kapuwa Trim is an inn called 'Adventure King.' Stop by when you've fought monsters and become exhausted."

No. 37 ~ No. 39

SCENARIO

Warning of Demon Hunt ~ Arrest of the Downtown Youth!

The Dead City Carbocram


3000 Gald
*Seeds appear
Life Bottle
VS S ky×2
Harihari
⑩
Paralyze Bottle
Tsurugi
Apple Gummi
Straw ma
zza)
Magic Mist
⑪
War Axe
Paralysis Bottle ×3
G Round Bullet
Eppe
To the field
①
②
③
④
⑤
⑥
⑦
⑧
⑨
Ⓐ
[Mage Device Switch]
Straw m
Password? 1
Basement
Orange Gummy

Mage device and descent point Destination
Move Straight
Move left
Move right
Descent point

(Monster Data)

Byu-Byu
Bird
→P435

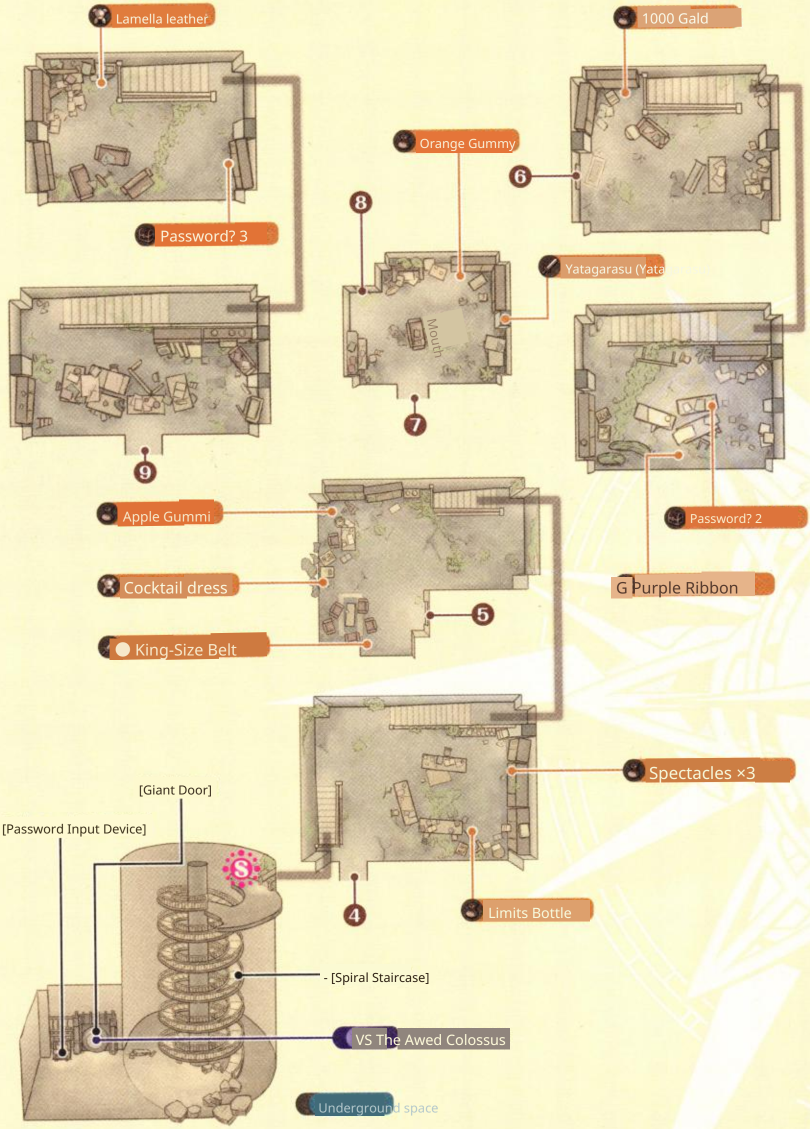
Drop Small Bird Feather	25%
Drop Torbifish	20%
Drop Soul Glass	10%
Falling Chicken	15%
Orange Gummy	25%

Strange Bat
| Magical b
→P440

Falling Sharp Blade	30%
Drop Water-repellent Cloth	25%
Drop: Gummi Base	10%
Drop Potato	10%
Sharp Blade	15%

Tortus
|Aquatic Type
→P448

Drop Turtle Shell	25%
Fall Toruby Water	20%
Turtle Shell	20%
–	
–	


Lamella leather
Password? 3
9
Orange Gummy
8
Mouth
7
1000 Gald
6
Yatagarasu (Yata
Password? 2
G Purple Ribbon
Apple Gummi
Cocktail dress
King-Size Belt
5
Spectacles ×3
[Giant Door]
[Password Input Device]
S
4
Limits Bottle
- [Spiral Staircase]
VS The Awed Colossus
Underground space

※ Fancy Parasol appears from No.131 onward

Spiky
Aquatic type →P450

Drop: Gamano Oil	25%
Fall Long Needle	20%
Drop Liqueur Bottle	25%
Salmon	15%
Long Needle	20%

Harihari
Aquatic type →P450

Drop: Soft Tail	25%
Fall Toruby Water	15%
Fall Long Needle	20%
Fall Poison Bottle	15%
Long Needle	20%

Seed
Inorganic type → P456

Drop Fake Box Fang	35%
Minister Magic Resin	25%
Falling Peach	15%
Holy Bottle	10%
–	

Fancy Parasol
“Magical cr →P440

Item Makashu (Makā jewel)	25%
Drop Water-repellent Cloth	30%
Fall Toruby Water	15%
Drop Potato	10%
Water-repellent cloth	15%

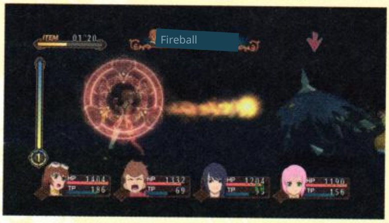
No. Warning of Demon Hunting

37 MAP

The Dead City Carbocram

Seeking clues in the ruined town

When you arrive at Carbocrum, the guild "Demon Hunting Sword" has already occupied the area, and the young guild member Nan warns you to leave. Raven's story and the circumstances differ, but there's no doubt that something is here. Begin exploring Carbocrum to look for clues about the "Crimson Bond Mercenary Corps."



All enemies that appear in Carbocrum are weak to fire. Rita's "Fireball" is highly effective.

Karol
Waaaaaa!
Waaaaaaa!

It seems Carol has something she doesn't want everyone to know. Don't miss the skit that occurs immediately afterward.

Turn on the sorcerer's device switch

In Carbocrum, you must first activate four sorcerer's devices. If you proceed west you can find an entrance to the basement. From point 1, climb down the ladder and shoot the device switch with the Sorcerer's Ring.

If you place the Sorcerer Ring on the magic device's switch, the device will activate and locked doors will also open.

Obtain the three passwords

The scattered magic devices become usable when shot with the Sorcerer's Ring, allowing movement in the chosen direction. The dungeon contains many rooms and easily overlooked items, so search thoroughly. "Password 1," "Password 2," and "Password 3" contain hints for the password that opens the massive door in the deepest part. Any one of them will allow you to unlock the password, but each is recorded separately in the Collector's Encyclopedia, so you'll want to obtain all of them.

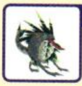
If you examine the cliff with yellow grass, you can go down the ledge and take a sho
Use this to return.

Discovered "Scarlet Bond Mercenary Corps"?

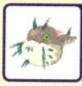
If you proceed using the sorcerer's device, you discover an armed group. They are not the "Scarlet Bond Mercenary Corps" Yuri and the others were 追ing, but the "Demon-Hunting Swords." There you will witness their leader Clint finish Gattuso with a single blow. If you then head a little east, you'll be thrown into a battle with the Spikes, and in this fight you can learn the Fatal Strike that Clint used.

VS Spikes ×2
Haribari

• BOSS DATA



Spiky →P450
HP 2600
Race: Aquatic Type
Size: Medium
Attributes: Fire, Earth, Wind

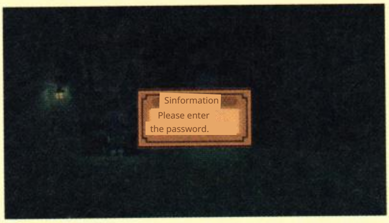


Harihari →P450
HP 3000
Type: Aquatic A
Size: Small
Attributes: Fire, Earth, Wind, W

Here you will control Yuri and fight. Follow the on-screen instructions to activate a Fatal Strike. From this point on, artes and skills will have three-colored icons corresponding to the Fatal Strike types, and enemies' status screens will also have an FS gauge added.

Into the underground chamber where airstreams gush out

After learning Fatal Strike, go down the spiral staircase from 4 or 5 to enter the underground chamber. At the password input device there, if you enter the word associated with the three hints "light," "sky," and "sphere" — "sun" — the lock on the massive door will be released, allowing you to proceed deeper.


Sinformation
Please enter the password.

If you have obtained any of the "Password?~" items, you can enter it by examining the password input device.

The password can be entered as "太陽", or in hiragana as "たいよう", or in katakana as "タイヨウ".

No. 38 In the underground cavity of the ruins

(MAP)

The Dead City Carbocram

Dragon Tamer vs. "Demon-Hunting Sword" !?

Beyond the door is a huge demon sealed within a magical device. A group wielding the "Demon-Hunting Sword" gathers to target the demon, creating a tense, explosive atmosphere. The dragon tamer seen at Ragou's mansion appears again and destroys the magical device, releasing the sealed demon.

ユーリ
Taking care of a pet is,
The guardian will come around

Bad luck places the monsters right in front of Yuri. Here, whether he likes it or not, he is plunged into a battle with the awe-inspiring giant.

VS "Dreaded Colossus"

BOSS DATA

Dreaded Colossus →P451

HP 34800 Environment Aqua

Size Huge Attributes Fire Earth Wind Water Light Aura

ITEM Drop Shield Light (100%)
None

The fight begins with Yuri alone; Rapido, Estelle, and Rita join the battle in sequence. Until your allies have all joined, focus on defending. The enemy's attacks have a wide range, so try to constantly move to its side or rear. Normal attacks are not very effective, so center your offense on artes and skills. However, Rita's water-attribute artes will be absorbed, so keep them turned off.

Secret Mission 5

Secret Mission

Condition	When the Dreaded Colossus raises its foreleg, get in close to attack its belly to knock it down.
Reward	Accessory "Defense Ring"

When the awe-inspiring giant's HP drops to about 80% or below, it raises its foreleg and performs an attack that generates a shockwave. At that time you should attack its hind legs at least three times. The time the leg is raised is short, so either have Rapide use "Swift Hound" to attack immediately, or have Rita cast "Stone Blast" in advance.

Claw Dragon Rapid Fang Slash
210

If Yuri's level is 22 or higher, "Claw Dragon Consecutive Fang Slash" is also recommende
Its advantage is being able to attack while closing in.

No. 39 Arrest of the Downtown Youth!

(MAP)

The fallen city of Karpokram

The knight Kyumor who appeared at the exit

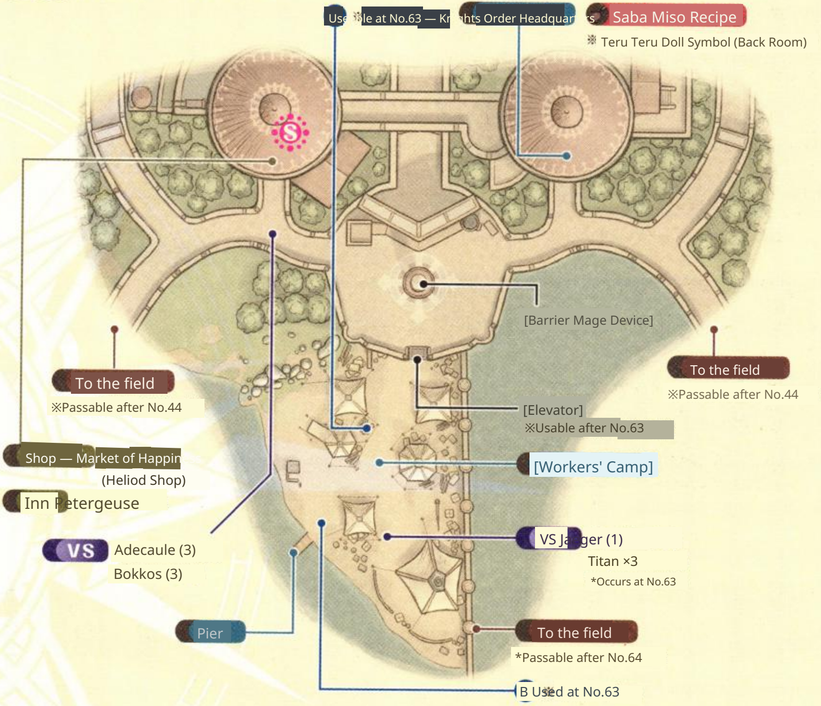
After repelling the awe-inspiring giant and returning the way they came, they reunite with Karol, who had disappeared. They then head to the entran where Kyumor's squad and LeBlanc's detachment appear. Yuri and the others are captured and taken to Heliod.

SCENARIO

No. 40 ~ No. 44

All sins wiped clean ~ The mission given

(Newly developed city Heliod


Use ※ble at No.63 — Knights Order Headquarters
Saba Miso Recipe
※ Teru Teru Doll Symbol (Back Room)
[Barrier Mage Device]
To the field
※Passable after No.44
To the field
※Passable after No.44
[Elevator]
※Usable after No.63
Shop — Market of Happin
(Heliod Shop)
[Workers' Camp]
Inn Petergeuse
VS Jaeger (1)
Titan ×3
*Occurs at No.63
VS
Adecaule (3)
Bokkos (3)
Pier
To the field
*Passable after No.64
B Used at No.63

Shop data)

Market of Happiness (Heliod Store)

Category	Product Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Panacea Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300

Category	Product Name	Price
Items	Spectacles	10
	Straw mat (goza)	100
Weapons	Ogre Axe	1500
	War Axe	1700
	Endless Heart	1900
	Sash	640
Body	Sprint Mail	1900

Category	Product Name	Price
Body	Royal Guard	2200
	Magical Tunic	2000
Accessory	Fine Boots	750
	Magic Mist	10000
Ingredient	Beef	100
	Chicken	80
	Mackerel	40

Category	Product Name	Price
Ingredient	Onion	30
	Potato	30
	Peach	40
	Rice	80
	Egg	20
	Milk	20
	Miso	150

※Items added from No.63 onwards

Category	Product Name	Price
Items	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150

Category	Product Name	Price
Item	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
Weapons	Kalinga	3500
	Baselard	3700

Category	Item Name	Price
Weapons	High-Power Yo-Yo	3800
	Kai	3400
Head	Fine Pellet	880
	Check Ribbon	1000
Body	Long Coat	2700
Accessory	Sheaves Mantle	750

Category	Product Name	Price
Food Ingredient	Daikon (Japanese radish)	40
	Bread	80
	Tofu	20

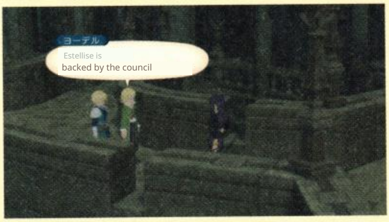
No. All sins are erased

40 (MAP)

Newly developed city Heliod

Yodel's intervention

Yuri and the others are being interrogated at the Heliodor Knights Headquarters. There, Squadron Leader Alexei appears and informs them that, thanks to Estelle and Yodel's intervention, they have been acquitted and released. After leaving the headquarters, Yuri heads alone toward the inn where Estelle is staying. As he approaches the inn, Adekaul and his group challenge him to battle.



Talk to Flynn and the others standing in front of the inn. This conversation is one of the conditions for staying at the inn.

VS Adekaul (3)
Bokkos (3)

• BOSS DATA

Adekaul (3) →P426

HP 12345 Species Humanoid AV

Size Medium Attribute Fire Earth Wind Water Light Aura

Bokkosu (3) →P426

HP 12109 Species Humanoid AV

Size Medium Attribute Fire Earth Wind Water Light Garden

From this battle onward, Burst Arts become usable. Since Yuri will be facing the enemy alone, fight cautiously while watching his HP. Until the enemies are reduced to one, it’s safe to repeatedly use "Azure Break Blade" from a distance. If an enemy uses Overlimit, use free run to keep fleeing until its effect ends.

Broken Blade
573 Damage!
1 Hit
573
520
HP 1538
TP 162

If you move by free running and position Adecour and Bokkos in front of you, you can attack them all at once with "Azure Break Blade".

Reunite with companions at the inn

After defeating Adecor and Bokkosu, if you stay at the inn you can reunite with Rapido, Karol, and Rita. After that, when you try to leave the inn you hear a strange noise from outside. It seems the barrier magitechnic device is malfunctioning.

No. Disturbance of the magical device

41 (MAP)

Newly developed city Heliod

Head to the Knights' Headquarters

If you examine the barrier magitechnic device in the center of town, you can reunite with Estelle. This is where the whole party comes together, so be sure to restock items and equipment. After that, go to the back room of the Knights' Headquarters and talk to Flynn to investigate the state of the magitechnic device.

Runaway magitechnic device

According to Flynn, arrangements to repair the barrier magitechnic device have already been made. However, immediately after that you hear a large vibrating noise from outside. When you leave the Knights' Headquarters, the runaway barrier magitechnic device is emitting an ether that threatens the lives of the townspeople. Rita risks her safety to approach the device; although she succeeds in repairing it, she loses consciousness from the shock of the runaway.

リタ
It's obvious something's wrong.
Let me investigate!

Rita, who is anxious about the anomaly with the barrier magic device, persistently begs Flynn to let her investigate it herself.

Estelle rushes to support Rita, who attempts to repair the barrier magic device, using the mysterious power she showed in Harul.

No. 42 The Genius Mage's Exploits

MAP Newly developed city Heliod

Troubled Boy?

Estelle is nursing an unconscious Rita in the inn's guest room. At this point Yuri goes off on his own, so talk to Karol in the hallway. After cheering him up, return to the room to check on Rita again.

Karol
"He's hopeless," Yuri thinks, right?

Karol is shocked by his own cowardice. From this point on, Karol gradually matures as a person.

Estelle's Hidden Power

When they return to the guest room, Rita recovers, and Estelle, who had fallen asleep from the fatigue of nursing, soon wakes up. Estelle is a special being who can use healing arts even without a magic device, and Yuri and Rita see through this.

No. 43 Dragon Tamer, Another Assault (MAP)

Newly developed city Heliod

What is the dragon tamer's objective?

The dragon tamer who was seen at Ragou's mansion and in Carbocrum appears before Yuri and the others again, gives signs of attacking, but soon departs. With no harm done, when dawn breaks they reunite with the companions except Estelle. Having accomplished her travel objective, Estelle decides to return to Zaphias...

The dragon tamer who destroyed the Efmid Hill, Ragou Manor, and the Karbokram magical device. His actions remain shrouded in mystery.

No. 44 The Given Mission

MAP Newly developed city Heliod

Sub-events

☐ The Princess's Mentor	Limited Time →P307
☐ Yuri and the Knights	Limited Time →P308
☐ Workers	Limited Time →P308
Rowander Reporter (2)	Limited Time →P308
Mysterious Man (2)	Limited Time →P308

Alexei's Request

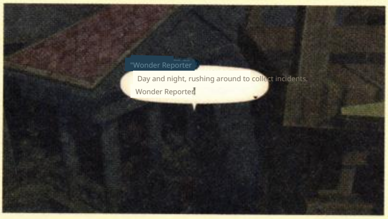
Leaving the inn and going to see the barrier magic device, Rita is asked by Knight Commander Alexei to investigate the Great Cave Mock Forest. Under the pretense of helping with that, Estelle volunteers to accompany them. Thus, she once again joins Yuri and the others as a companion. Before heading to investigate the Great Cave Mock Forest, stop by Dancress to gather information on the "Crimson Bond Mercenary Corps."

Estelle
Yuri, won't you come with me

Estelle brightens at the prospect of continuing the journey. It seems Flynn had anticipated this outcome.

Check the sub-events!

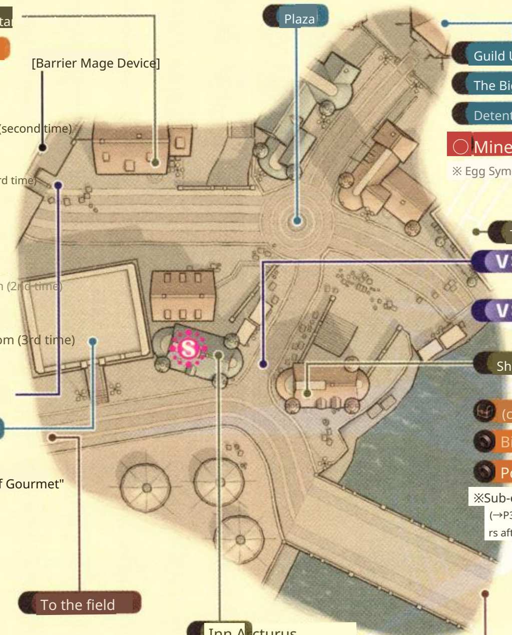
The five sub-events that occur at this timing are all time-limited. Among them, "Mysterious Man (2)" has a very short occurrence window, so be careful. After checking the four sub-events other than "Mysterious Man (2)" in Heliod, stop by Carbocrum before heading to Dancress.



If "Wonder Reporter (2)" (→P308) does not occur, then first view other subevents.

Guild's Nest ~ To protect the beloved town!

Guild Nest Dungrest



The tavern: A heavy sta

Panacea Bottle

※The cupboard on the left

3 Orange Gummies

※The cupboard on the left (second time)

Apple Gummi

※The cupboard on the left (3rd time)

Holy Bottle

※ Cabinet in the right room

3 Dark Bottles

※ Cabinet in the right room (2nd time)

Limits Bottle

※ Cabinet in the right room (3rd time)

VS Zang
Bronze ×2

[Barrier Mage Device]

Cooking Stadium

Shop Guild
"Feast of Gourmet"

To the field

Plaza

Guild Union Headquarter
The Big Boss's Private Room
Detention Underground Cell

○ Minestrone Recipe

※ Egg Symbol (at the end on the right)

Tavern: Crimson Mete

VS Sainossus (1) x2
Basilisk ×2

VS Beetle ×2
Clubman ×2

Shop — Market of Happin
(Dungrest Shop No. 1)

(c) Statue of F

Biyohan

Poison Charm

※Sub-event "Toy of Preference (1)" (→P326) Obtainable inside the iron bars after occurrence

Inn Arcturus

Shop Happiness Market
(Dangrest 2nd Branch)

To the field

Shop data)

Happiness Market (Dangrest 1st Branch, Dangrest 2nd Branch)

Category	Product Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150

Category	Item Name	Price
Items	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
Weapon	Battle Sword	1750
	Ebe	1540
	Estoc	2000

Category	Product Name	Price
Weapons	Compact Sword	300
	Iron Hammer	1900
	Yatagarasu (Yatagarasu)	1580
	King-Size Belt (up to No.81)	1770
Head	Holy Circlet	650
Body	Prest Plate	2400
	Battle Guard	2150
	Witch Dress	2200
Accessory	Sheaves Mantle	750
Ingredients	Chicken	80
	Lettuce	50

Category	Item Name	Price
Ingredients	Cucumber	40
	Onion	30
	Tomato	40
	Peach	40
	Apple	40
	Strawberry	20
	Rice	80
	Bread	80
	Egg	20
	Milk	20

Shop Data

Items added from No. 88 at the Market of Happiness (Dungrest Store※ No. 1, Dungrest Store No. 2)

Category	Item Name	Price
Item	Simple Tent	250
Weapons	Sinclair Sabre	6450
	Rune Blade	7000
	Minotaur	7100
	Grim Guardian	6300

Category	Product Name	Price
Weapons	Two-Form Cestus	7600
	Suzaku	6700
	Aries	7000
	Sash	640
Head	Duel Helm	2000

Category	Item Name	Price
Head	Striped Ribbon	1800
Body	Gothic Plate	6300
	Gothic Guard	6300
	Gothic Cardigan	6300
	Spinny Jacket	5900

Category	Product Name	Price
Ingredients	Daikon (Japanese radish)	40
	Potato	30
	Banana	20
	Mochimocchin Powder	50

※ Items added from No.132 onward

Category	Product Name	Price
Items	Tent	500
	Barrier	1000
Weapon	Bone Slasher	25000
	Chris Naga	27000
	World of One	23000
	Blood Trigger	30000
	Unicorn Horn	22500

Category	Product Name	Price
Weapons	Orochi	23500
	Jubita	25000
Head	Rare Helm	5500
	Cowboy Hat	3900
	Mirage Crest	4200
Body	Rare Plate	12500
	Rare Protector	13000

Category	Item Name	Price
Body	Rare Coat	10550
	Dragon Parts	9900
Accessory	Rare Boots	12000
Ingredients	Beef	100
	Pork	80
	cabbage	50
	Carrot	40

Category	Product Name	Price
Ingredients	Shiitake (shiitake mushroom)	50
	Chinese cabbage (hakusai)	40
	Kiwi	40
	Orange	20

Shop Data

Guild "Feast of Gourmet"

*Available after No.132

Category	Item Name	Price
Ingredient:	Beef	100
	Chicken	80
	Bork	80
	Tuna	80
		40
	Scallop	60
	Salmon	40
	Squid	40
	Shrimp	40

Category	Product Name	Price
Ingredient	cabbage	50
	Retal	50
	Cucumber	40
	Carrot	40
	Onion	30
	Daikon (Japanese radish)	40
	Shiitake (shiitake mushroom)	50
	Tomato	40
	Potato	30

Category	Product Name	Price
Ingredient	Chinese cabbage (hakusai)	40
	Peach	40
	Apple	40
	Kiwi	40
	Strawberry	20
	Banana	20
	Orange	20
	Rice	80
	Bread	80

Category	Product Name	Price
Ingredient	Mochimocchin Powder	50
	Egg	20
	Milk	20
	Tofu	20
	Kombu	20
	Nori	30
	Miso	150

No. 45 Guild's Nest

MAP Guild's Nest Dungrest

Sub-event

☐ Usagi Guild →P308

Guild Headquarters

Dungrest is located by exiting west from Heliod and proceeding along a winding path. The town houses the Guild Union headquarters that oversees the guilds, and five guilds, including the "Crimson Bond Mercenary Corps," operate there. To meet the boss who leads the organization, head to the Guild Union headquarters.

However, the ingredients at our shop
are all top-quality, popular items,
so they are sold out at the moment

As for the Cooking Stadium, there's not much point in coming here right now. Ingredients can be purchased from No.132 (→P274) onwards.

No. 46 Protecting the Beloved Town!

MAP Guild Nest Dungrest

• Monster Attacks

As you approach the square in the center of town, a pair of acquaintances of Karol appear and shower Karol—who roams from guild to guild—with teasing remarks. In the midst of this, a bell suddenly rings, announcing a monster attack. The barrier protecting the town has vanished, and monsters have surged in large numbers. If you turn back the way you came here, you will be plunged into a battle with the monsters in front of the inn.

The pair become combative at Yuri and the others' words, but the tense atmosphere is cut short by the blaring alarm bell.

VS Sainossus (1) x2
Basilisk ×2

• BOSS DATA

Sainossus (1) →P429

HP 1100 Species: Beast

Size: Medium, Attributes: Fire, Earth, Wind, Water, Light, Net

Basilisk →P459

HP 2500 Race: Scaled

Size: Medium Attributes: Fire, Wind, Water, Light, Garden

VS Beetle ×2
Clubman ×2

• BOSS DATA

Beetle &lt;-P452

HP 3600 種族 Insect type

Size: Medium Attributes: Fire, Earth, Wind, W

Clubman →P449

HP 2380 種族 Aquatic Type A

Size: Medium Attribute: Fire, Earth, Wind, Water, Light, Field You will fight two groups of enemies consecutively. The foes are mainly monsters that have appeared so far, but be especially careful of the beetle in the following group. The beetle appears in Cave Mock Great Forest (→P194) and is higher level than the other enemies. It is weak to fire, so target its weakness and take it down quickly.

Don, Head of the Union, Appears

After repelling the monsters, Don and Flynn rush to help. The Guild is an organization formed by people who disliked the Empire's rules. Don stubbornly refuses the aid of the knight squad led by Flynn. Leave the following monsters to Don and his group, and to investigate why the barrier disappeared, go see the barrier magic device located on the west side of the town. Approaching the barrier device will trigger a battle with a mysterious group. If you need to prepare, stop by the shop or inn.

Don Whitehorse
Stop right there, monk of the samurai!

Don, still vigorous in his old age. Yuri, who had held a negative view of guilds during his travels so far, changes his perception.

VS "Zang
Bronze ×2

• BOSS DATA

Zang →P418

HP 4608 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Aura

Bronze →P417

HP 3450 Race: Humanoid AV

Size: Medium Attribute: Fire, Earth, Wind, Water, Light, Ring Battle against Zang and Bronze, who sabotaged the barrier magic device. Zang attacks from range with a hand cannon. Zang does not attack very frequently, but if left alone he will often interrupt attacks on Bronze, so prioritize taking him down. Against Bronze, evade his long-reaching sliding attacks by free-running and counterattack.

The Town Returns to Calm

While Rita repairs the barrier magic device, Flynn arrives to report the situation. Once the repairs are finished, head to the Guild Union headquarters to meet Don and get information about Valbossa. When you go to the headquarters, a man at the entrance will speak to you. According to him, Don went to purge the monsters that attacked the town by heading to the monster nest. For now, give up on meeting Don and proceed to the Cave Mock Great Forest southwest of Dungrest to continue Rita's investigation.

ユーリ
"So you came... Does that mean this is also related to the Empire's turmoil?"

The monster attack and the disappearance of the barrier did not happen by chance. What is the mastermind behind the incident aiming for?

I will teach you cooking as the Wonder Chef

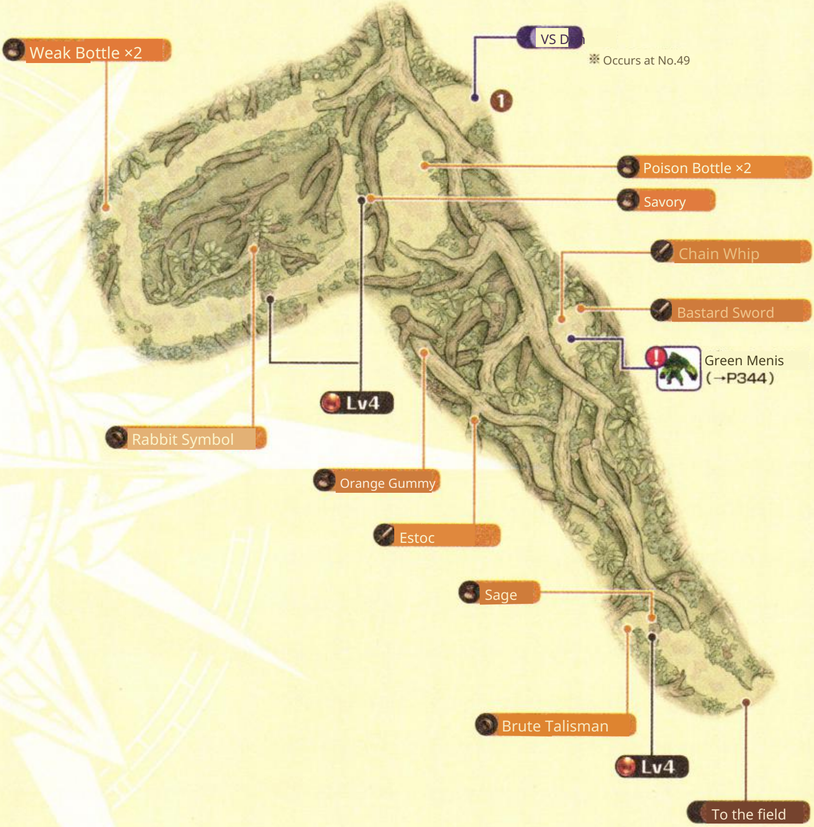
Before leaving the town, obtain the "Minestrone" recipe from the Wonder Chef at the Guild Union headquarters.

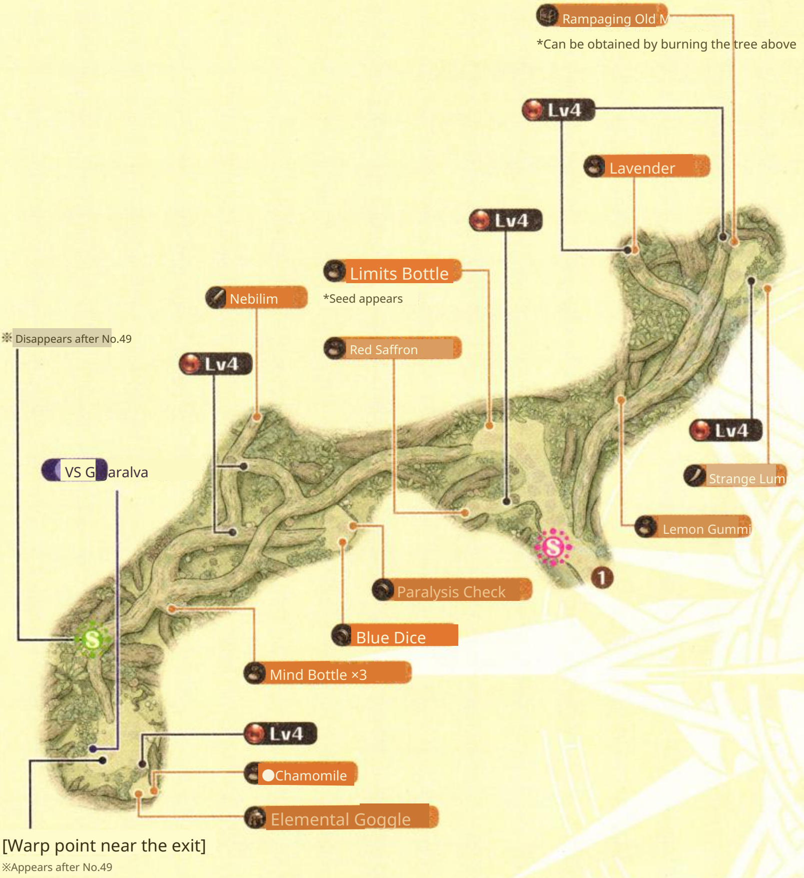
SCENARIO

No. 47 ~ No. 49

The Great Forest Sleeping in Emerald ~ The Silencing Ael

Cave Mock Great Forest


Weak Bottle ×2
VS Don
※Occurs at No.49
①
Poison Bottle ×2
Savory
Chain Whip
Bastard Sword
Green Menis
(→P344)
Lv4
Rabbit Symbol
Orange Gummy
Estoc
Sage
Brute Talisman
Lv4
To the field


Rampaging Old M
*Can be obtained by burning the tree above
Lv4
Lavender
Lv4
Limits Bottle
*Seed appears
Nebilim
※ Disappears after No.49
Red Saffron
Lv4
VS G aralva
Lv4
Strange Lum
Lemon Gummi
Paralysis Check
Blue Dice
Mind Bottle ×3
Lv4
●Chamomile
Elemental Goggle
S
S
1
[Warp point near the exit]
※Appears after No.49

(Monster Data)

Byu-Byu
Bird Type →P435

Drop Small Bird Feather	25%
Drop Torbifish	20%
Drop Soul Glass	10%
Falling Chicken	15%
盗 Orange Gummy	25%

Bishibashi
Bird-type →P436

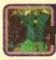
Drop Small Bird Feather	25%
Dropped Feather Fan	15%
Dropped Chicken	15%
盗 Cocktail Bottle	5%
–	

Leaf Bat
Bird-type →P436

落 Bat Wing	25%
Drop Soul Glass	15%
3 Magic Resin	30%
Day Magic Resin	20%
–	

Buried Pit
Plant type →P445

Drop: Petit-Puri Leaf	25%
Dropped Hard Thorn	25%
Strong, Robust Vine	15%
Falling Strawberry	15%
盗 Hard Thorn	25%



Triffid
[Plant Ty →P446

Strong, Robust Vine	25%
Dropped Hard Thorn	35%
3 Magic Resi	10%
Drop Soul Glass	20%
盗 Tomato	25%

Beetle
| Insect-type →P452

Drop Torbifish	20%
Fallen Insect Horn	25%
Drop: Spectacles	15%
Drop: Onion	15%
盗 Insect Horn	15%

Grasshoppers
Insect type →P455

Fallen Scythe of Hell	15%
Fall Toruby Water	25%
3 Magic Resin	25%
Drop Life Bottle	15%
Thief Cabbage	25%

Seed
Inorganic type →P456

Drop Fake Box Fang	35%
Temporary Magic Resin	25%
Falling Peach	15%
盗 Holy Bottle	10%
–	

No. 47 The Emerald-Sleeping Great Forest

((MAP))

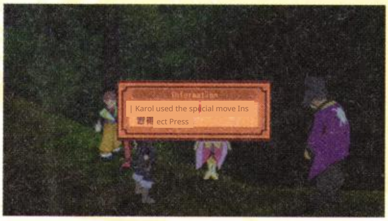
Cave Mock Great Forest

Sub-events

☐ I hate bugs!	Limited time →P309
☐ Experience of years	Limited time →P309

Cave Mock is a natural maze

When you enter the Cave Mock Great Forest, Raven who appears there joins your party. The dungeon's structure is formed by tree trunks arranged in a three-dimensional, tangled layout, making it easy to overlook treasure chests. Carefully explore while consulting the map. If you want to focus solely on exploration, use a "Holy Bottle" to avoid battles with enemy symbols. However, to open some treasure chests, you need the Sorcerer's Ring level — The rule must be 4 or higher.



Information

Karol used the special move Insect Press

In the subevent "I Hate Bugs!" (→P309), Karol learns the "Insect Breath" technique. It becomes extremely useful here.

Get Used to Controlling Raven

The Cave Mock Great Forest features many flying bird-type and insect-type enemies. A character effective against these enemies is Raven. Raven's artes and skills have a trait that increases damage to bird-type enemies by 10%, and he can more easily land normal attacks on flying foes. Since Raven is essential for aiming for the secret mission in the deepest area against Gigalarva, make him a playable character early and get used to his fighting style.

269 Damage!
1 Hit
269

If you synthesize the "Moon Selector" — which allows you to switch playable characters during battle — you can make better use of them.

Gigant Monster Guarding Treasure Chests

At a dead end early in the dungeon, two Gigant Monsters called Green Menace are guarding two treasure chests. You can obtain powerful weapons for Karol and Rita from the chests, so be sure to strengthen your equipment here. If you have reached an appropriate level through exploration up to this point, they are opponents you can easily defeat. Refer to page 344 for tactics.

Using a "Holy Bottle" allows you to safely obtain the items.
Use this method if you don't think you can win.

No. 48 A Girl Playing with Insects

(MAP)

Cave Mock Great Forest

Unexpected events encountered during exploration

When passing point ①, they encounter Patty being attacked by monsters, and Raven rescues her using a bow and arrow. Patty says she came looking for treasure based on information from the surveying guild "Heaven and Earth's Measure" (天地の筈). When Yuri refuses to accompany her on the treasure hunt, Patty leaves toward the entrance.

"Patty"

That wasn't an attack. It was just playing around.

It should have been a critical situation for Patty, but according to her it was "just playing around." A skilled hawk hides its talons?

Investigate the cause of the monsters' rampage

Yuri and the others reach the deepest part of the Cave Mock Great Forest, where they witness a site where a large amount of Aether is gushing out. According to Rita, the monsters' rampage seems to have been triggered by the Aether. Investigating the Aether leads to a battle with Gigalarva.

VS Gigaralva

•BOSS DATA

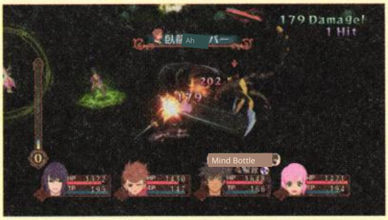
Gigalarva →P454

HP 48000 **種族** Insect Type V

Size: Extra Lar attribut Fire, Earth, Wind, Water, Light, Dark

ITEM Drop: Strong Alcohol (100%) / Giant Shell (15%)
[Savory (15%)]

Gigaralva's threat is the wide-range stomp attack "Rampage," which deals damage across a large area. Multiple characters can be knocked out at once, so it's good to include long-range attackers like Rita and Raven in the party. Control a close-combat specialist such as Yuri to hold the guard while attacking the enemy's flank or rear.



The Gigalarva's scissor attack covers a 180-degree arc in front of it. When engaging in close combat, try to get behind it whenever possible.

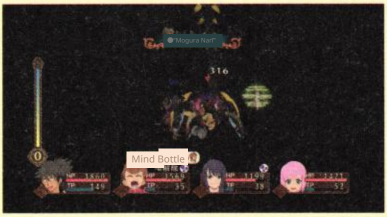
Secret Mission 6

•Secret Mission

Condition Prevent the Gigalarva's "Recover" by using Raven's "Tsuchi moryu nari" (Earth Mole Technique)

Reward Accessory "Piyohan"

When the Gigalarva's HP falls to roughly 50% or below, it moves to a puddle and uses "Recover." Set up Raven's "Tsuchi moryu nari" on that spot, and if the Gigalarva gets caught, the secret mission will be completed. The important point here is timing. Use "Spectacles" to check the Gigalarva's HP, and instruct your allies to "Protect yourself" while you monitor the enemy's behavior.



Because you need to set "Mogura Narī" in the puddle, it's safest to make Raven the playable character and fight.

No. 49 (MAP)

Silent Aether

Case-Mock Great Forest

Match with Don

After defeating it, Yuri and the others find themselves surrounded by a swarm of Gigaralva. A mysterious man named Duke appears and uses a strange sword to stop the geyser of air, calming the rampaging monsters. As they return the way they came, they run into Don who had followed the monsters, and Yuri arranges a meeting. However, Don demands that Yuri face him as a condition for the meeting, leading to a fight with Don.

VS Don

•BOSS DATA

Don →P423

HP 142520 Race: H anoid A

Size: Medium Attribute: Fire, Earth

ITEM Drop: Diamond (100%)
None

Here it becomes a one-on-one duel between Yuri and Don, but the event will proceed even if you are defeated. Don's parameters are extraordinarily high, making him an extremely difficult opponent to defeat. If you have no prospect of winning, limit yourself to using "Spectacles" and conserve healing items. After the battle is decided, Don, having received reports from his subordinates, changes expression. He tells Yuri to visit the Guild Union headquarters later and then returns to Dangrest.

293 Damage!
1 Hit
Scallion Rose Wheel
293

At Yuri's current level at this point, he can't handle it. If you aim to win, it's best to attempt it in a second playthrough or later.

Don't forget to heal Yuri

After the duel with Don ends, you will be able to act at the entrance of the Kave Mock Great Forest. Note that if you were defeated by Don, Yuri's HP will be 1. After this, you'll return to Dangrest in pursuit of Don, but for now, be sure to heal Yuri.

No. 50 ~ No. 51

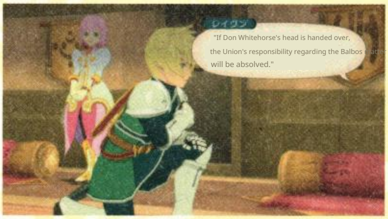
Letter from the Imperial Candidate ~ Crystal of Friendship

No. 50 Letter from the Imperial Candidate

MAP Guild den Dangrest (→P191)

Meeting with Don

After arriving in Dangrest, head to the Guild Union headquarters. When you enter the Grand Chief's private room, you meet Fren, who came for a meeting. He hands Don a letter from Yodel, but it instructs that Don's head be handed over. Fren, whose letter had been swapped as part of someone's trap, is imprisoned in the detention dungeon.

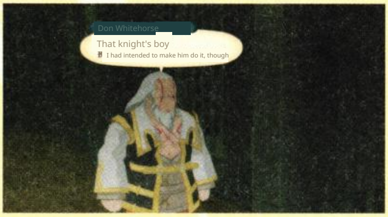


"If Don Whitehorse's head is handed over, the Union's responsibility regarding the Balbos matter will be absolved."

Raven, who was once a member of Don's guild "Heaven-Shooting Arrow," reads the letter aloud and then parts ways with Yuri and the others.

Behind the Scenes of Conflict

When you go to the town square, Yuri will act alone. To check on Flynn, head to the Guild Union headquarters' underground prison for detainees. There, Yuri will enter a cell as Flynn's substitute. Before long, Don appears. Don realizes the letter was switched and asks Yuri to take on the job he had intended to entrust to Flynn privately.



That knight's boy
I had intended to make him do it, though

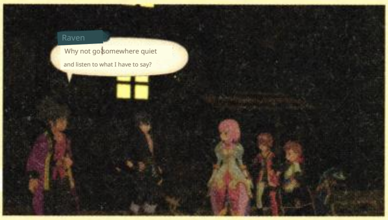
Yuri's worries are for now unfounded, but the crisis continues. Let's search for the mastermind hiding in the town.

No. 51 Friendship Crystal

MAP Guild den Dangrest (→P191)

Discovery of the "Scarlet Bond Mercenaries"

After leaving the detention dungeon and going to the town square, Estelle and Karol tell you they spotted the "Scarlet Bond Mercenaries" and that Rita and Lapid are pursuing them. If you head to the east side of town you'll meet Rita and the others, but the tavern believed to be their base, "Red Meteor Shower," is being guarded. There, the carefree Raven appears again.

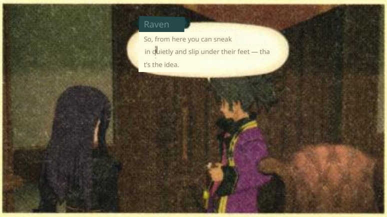


Why not go somewhere quiet and listen to what I have to say?

The "Scarlet Bond Mercenaries" hideout is right nearby, but nothing will be resolved as things stand. It's best to follow Raven.

To the secret passage leading to the hideout

Once you reunite with Raven, go to the tavern on the west side of town, "Heaven-Piercing Heavy Star." Raven will guide Yuri and the others to Don's favored private room and tell them the entrance to the underground sewers that connect to the "Crimson Meteor Squadron," so examine the rear door and proceed. However, since the underground sewers are a dungeon with enemy encounters, replenish items and update equipment beforehand.



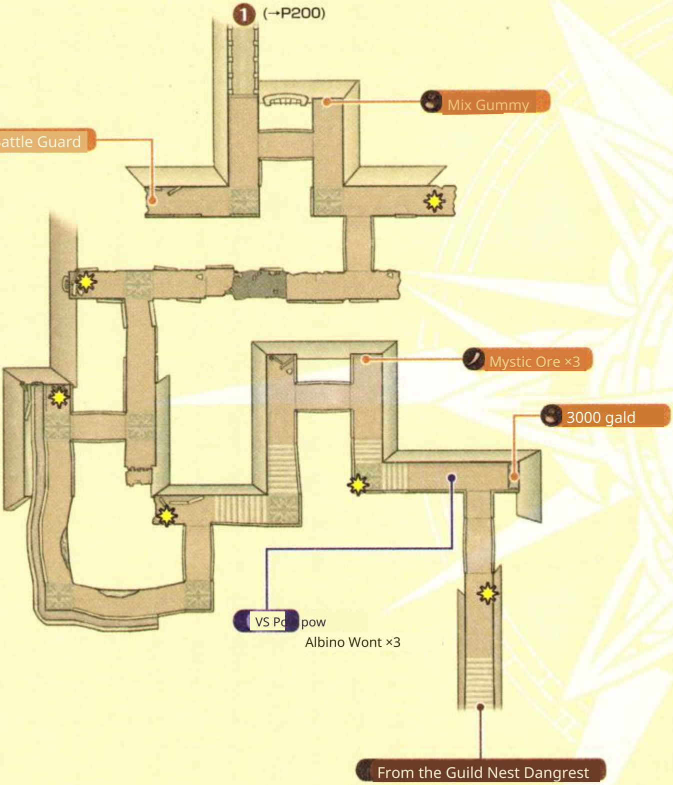
So, from here you can sneak in quietly and slip under their feet — that's the idea.

There are underground sewers beneath the town. Use them to attempt an infiltration of the "Crimson Bond Mercenary Corps" hideout.

No. 52 ~ No. 53

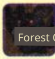
Quiet Underground Sewers — The Oath Inscribed Below

(Oath Underground Sewers


① (→P200)
Mix Gummy
Battle Guard
Mystic Ore ×3
3000 gald
VS Po pow
Albino Wont ×3
From the Guild Nest Dangrest

✸ ...Location of the Aire Replenisher

(Monster Data)



Red-Eye Bat
Forest Crow Type →P435

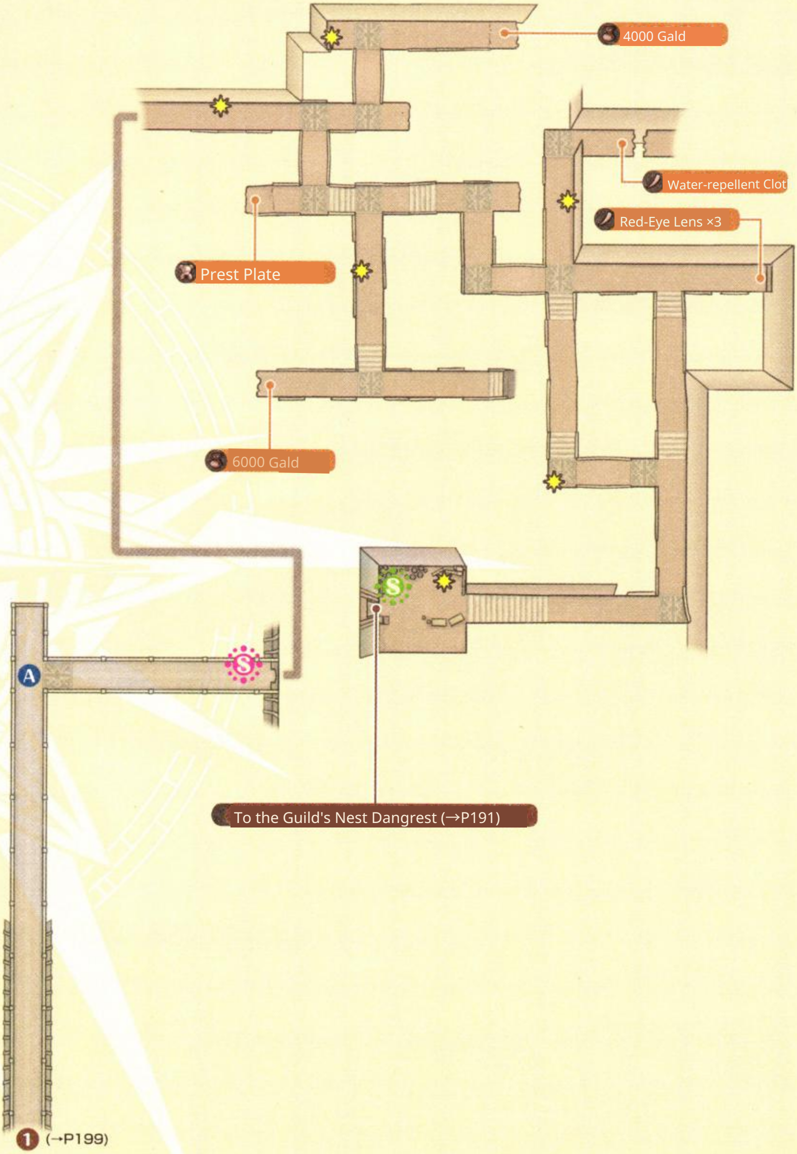
Bat Wing	30%
Drop: Dark Bottle	15%
Dropped: Tomato	20%
Bat Wing	25%
–	

Howawhoa
Water Tower-type →P450

Drop: Soft Tail	30%
Salmon	20%
Soft Tail	20%
–	
–	

Albino Wont
Water Type →P450

Drop: Fishman's Weapon	20%
Dropped: Fishman's Dorsal Fin	15%
Drop: Mackerel	25%
Fishman Fang	15%
–	


4000 Gald
Water-repellent Clot
Red-Eye Lens ×3
Prest Plate
6000 Gald
S
S
A
To the Guild's Nest Dangrest (→P191)
1 (→P199)

52 No. Quiet Underground Sewers

((MAP)) Oath Underground Sewer

Light the Darkness with Aether

The underground sewer is shrouded in darkness. By supplying Aether to the “Light-Emitting Magic Device” at Aether refill stations scattered across the map, you can illuminate the surrounding area for a certain period. When Aether runs out, you are vulnerable to attacks from enemy symbols and are more likely to suffer a surprise encounter, so you should frequently replenish the device with Aether as you proceed. Note that if you take the first corner to the left, the light will automatically go out and combat will begin.

When the lights go out, the bats overhead will attack, and enemy symbols will burst out of the water.

VS Pow pow

Albino Wont ×3

• BOSS DATA

Howawhoa →P450

HP 3250 Species: Aquatic T

Size: Small Attributes: Fire Earth Wind Water Light Aura

Albino Wont →P450

HP 4100 Race: Aquatic Type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Both Whowhoa and Albino Wont are weak to Light, so Estelle's "Photon" is effective. Also, following anti-air attacks with Yuri's "Twin Fang Palm" or Karol's "Waking Dragon Upper" to chain into Blue Fatal Strike is an effective tactic.

All of the enemies have resistance to Dark attribute. If you include Rita in battle, turn off "Spread Zero."

Be sure to turn off "Spread Zero" if you add Rita to the battle.

53 NO. Inscribed Underground Oath

((MAP)) Oath Underground Sewer ~ Guild Nest Dungrest (→P191)

What is the Guild's True Principle?

After passing through point ① and proceeding to A, Yuri and the others discover characters carved into the wall. The passage read aloud by Estelle was the “Union Covenant,” a written statement of the principles Don recorded when founding the Guild Union.

Estelle
Here... It says Aifreed

The name Aifreed is also engraved on the "Union Covenant". According to Raven, he was Don's ally.

The mastermind behind the incident lies beyond the exit!

Climbing the deepest stair leads out to the "Crimson Meteor Shower". Proceeding to the second floor, you discover Barbos and Ragow. They had swapped Yodel's letter and plotted an all-out confrontation between the knights and the guild, but the crisis is averted by the returning Flynn. Yuri, together with the dragon tamer who appeared at the tavern, will pursue the fleeing Barbos.

Yuri
Oh right, the guild folks are outside, aren't they?

You cannot leave the "Crimson Meteor Shower" area. After this event, the scene shifts to Gasfarost.

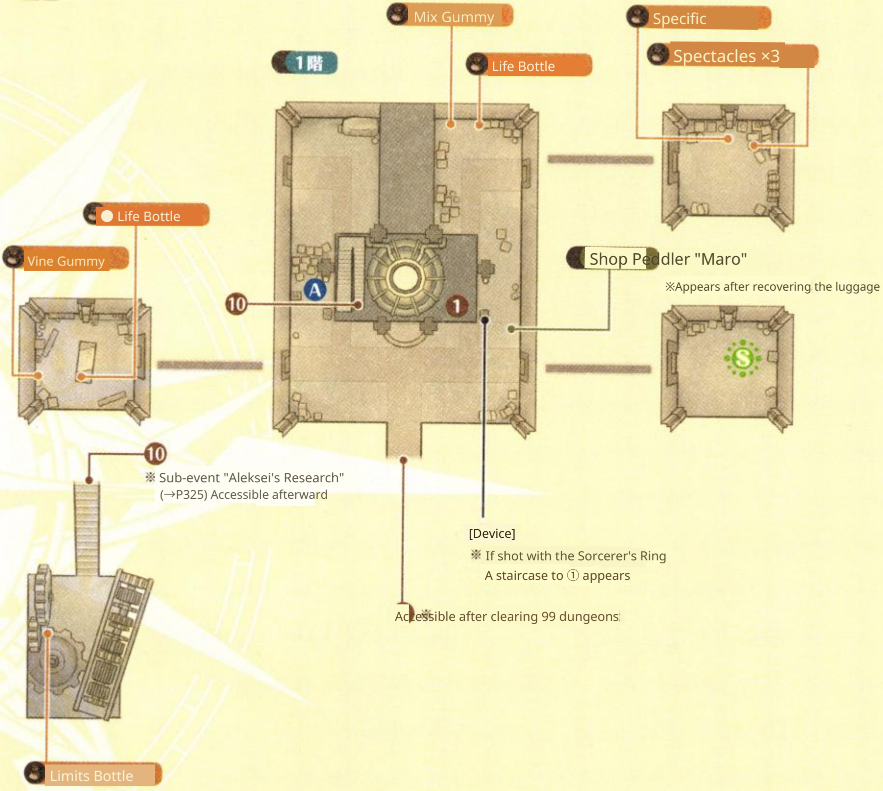
Balbos
Mutual impossibility
It was supposed to be a condition of cooperation, though.

Balbos and Ragou fiercely argue as their scheme falls apart. Although their interests align, they do not seem to trust each other.

No. 54 ~ No. 56

The mastermind is driven into a corner ~ The last moments of the Great Storm

The Clockwork Tower Gaspharost


Mix Gummy
Specific
Spectacles ×3
1階
Life Bottle
Life Bottle
Vine Gummy
A
10
1
Shop Peddler "Maro"
10
Limits Bottle

※Appears after recovering the luggage

※ Sub-event "Aleksei's Research" (→P325) Accessible afterward

[Device]
※ If shot with the Sorcerer's Ring
A staircase to ① appears

※Accessible after clearing 99 dungeons

(Shop Data

Peddler "Maro"

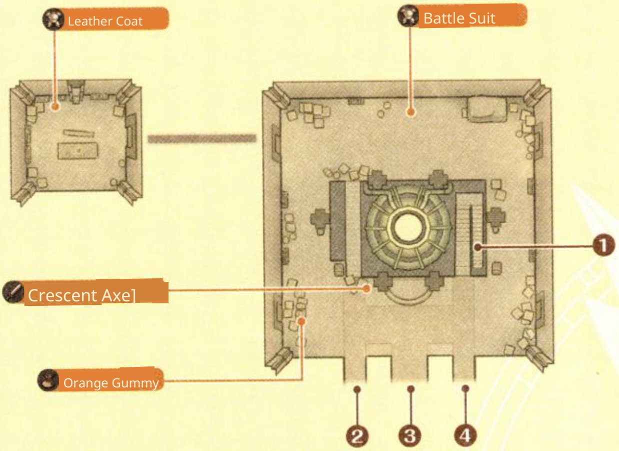
Category	Item Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Battle	150
	Paralyze Bottle	150
	Stone Bottle	150

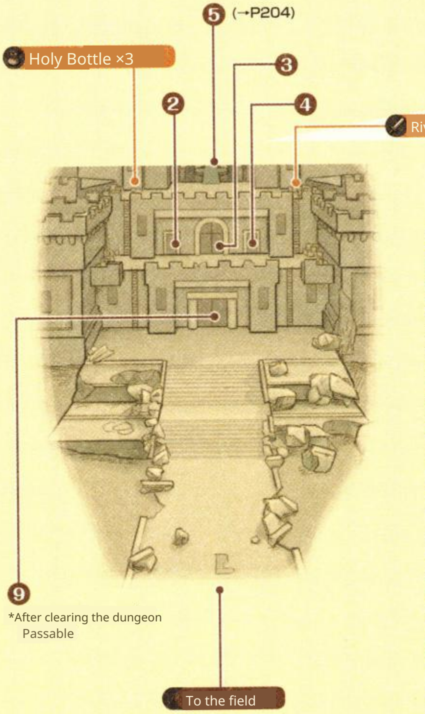
Category	Item Name	Price
Items	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500
	Holy Bottle	300

Category	Product Name	Price
Item	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
Ingredient	Chicken	80
	Lettuce	50
	Cucumber	40
	Onion	30
	Tomato	40

Category	Product Name	Price
Ingredient	Peach	40
	Apple	40
	Strawberry	20
	Rice	80
	Bread	80
	Egg	20
	Milk	20

2nd Floor


Leather Coat
Battle Suit
Crescent Axe]
Orange Gummy
❶
❷
❸
❹


❺ (→P204)
Holy Bottle ×3
❷
❸
❹
Rivet Belt
❾
To the field

*After clearing the dungeon
Passable

(Monster Data)

Bandit (2)	Humanoid →P415
Dropped: Broken Short Sword	25%
Fall Toruby Water	15%
Dropped: Egg	15%
盗 Broken Dagger	25%
–	

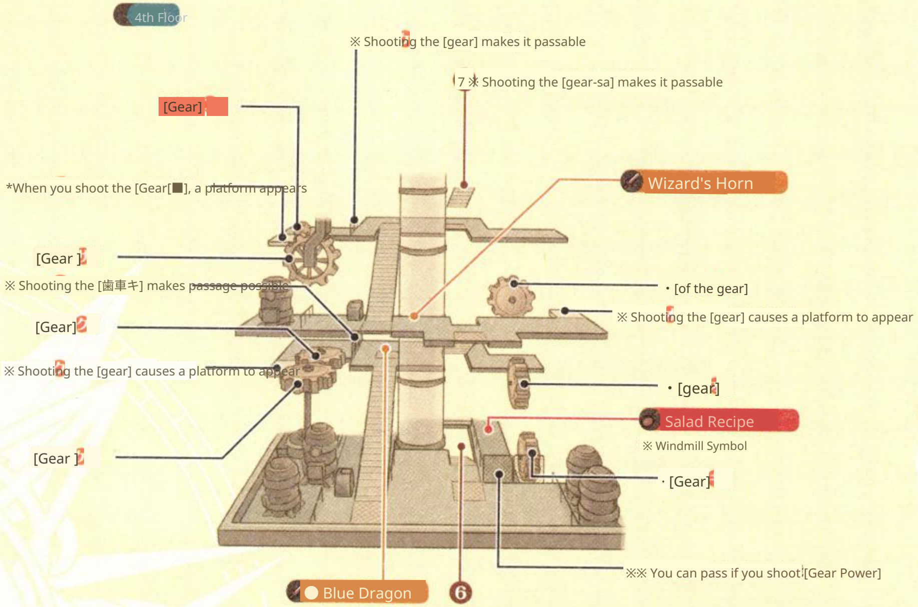
Soldier	Humanoid →P416
Dropped: Monster Bone	25%
Dropped Lemon Gummy	15%
Fall Milk	15%
盗 Monster Bone	25%
–	

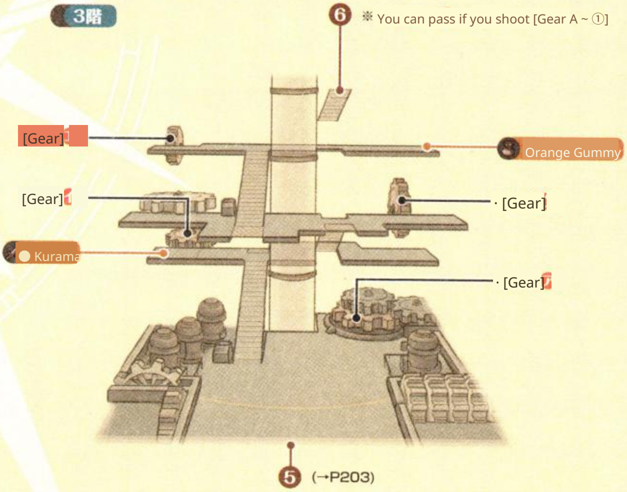
Witch	Humanoid →P418
落 Magical Tome Fragment	30%
落 Orange Gummy	15%
Dropped Lemon Gummy	10%
Fallen Miso	15%
盗 Magical Tome Fragment	25%

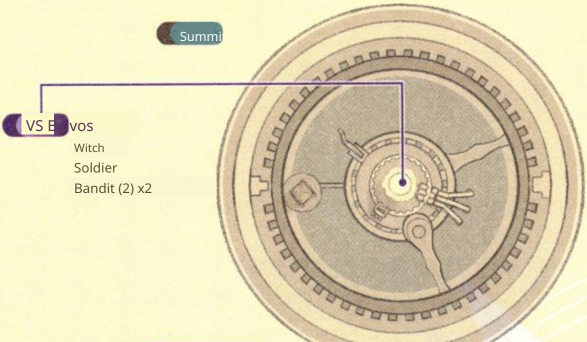
Horse Rabter	Bird-type →P434
Hoof	25%
Falling Mane	15%
Fall Toruby Water	15%
Fallen Carrot	15%
盗 Panacea Bottle	20%

Chokkin	Bird Type →P435
Drop Small Bird Feather	20%
Falling Large Scissors	25%
落 Chicken	15%
盗 Large Claw	20%
–	

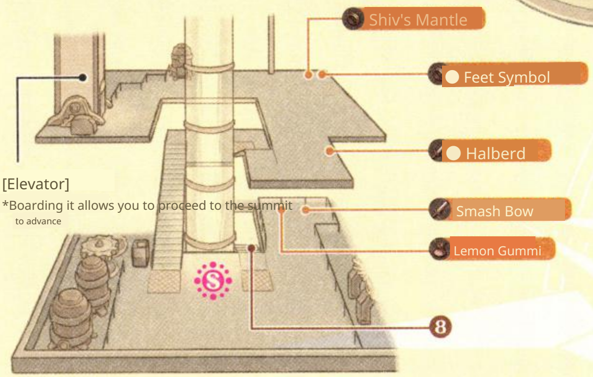
Gear Golem	"Inorganic →P455
Falling Navi Metal	25%
Sun Magic Ore	35%
盗 Navi Metal	15%
–	
–	


4th Floor
※ Shooting the [gear] makes it passable
7 ※ Shooting the [gear-sa] makes it passable
[Gear]
*When you shoot the [Gear[■], a ~~platform appears~~
Wizard's Horn
[Gear]
※ Shooting the [歯車キ] makes ~~passage possible~~
・[of the gear]
※ Shooting the [gear] causes a platform to appear
[Gear]
※ Shooting the [gear] causes a platform to appear
・[gear]
Salad Recipe
※ Windmill Symbol
[Gear]
・[Gear]
※※ You can pass if you shoot [Gear Power]
Blue Dragon
⑥

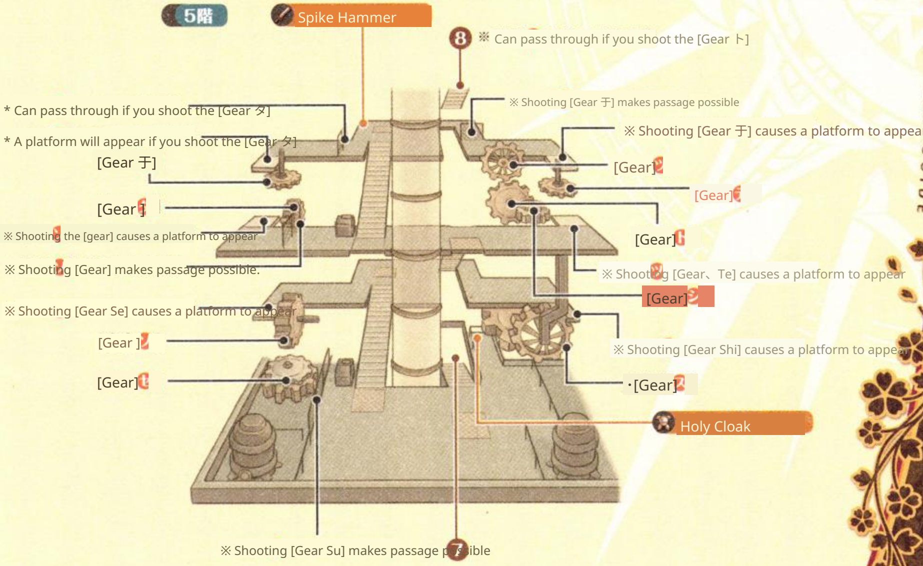

3階
⑥
※ You can pass if you shoot [Gear A ~ ①]
[Gear]
Orange Gummy
[Gear]
・[Gear]
Kurama
・[Gear]
⑤ (→P203)


Summi
VS E vos
Witch
Soldier
Bandit (2) x2

6階


Shiv's Mantle
Feet Symbol
Halberd
[Elevator]
*Boarding it allows you to proceed to the summit
to advance
Smash Bow
Lemon Gummi
S
8

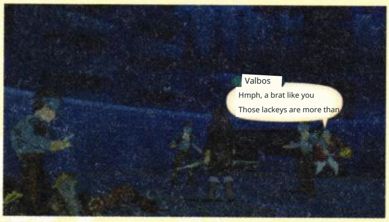
5階


Spike Hammer
8
※ Can pass through if you shoot the [Gear ト]
* Can pass through if you shoot the [Gear タ]
* A platform will appear if you shoot the [Gear タ]
[Gear 于]
※ Shooting [Gear 于] makes passage possible
※ Shooting [Gear 于] causes a platform to appear
[Gear]
[Gear]
[Gear]
※ Shooting the [gear] causes a platform to appear
[Gear]
※ Shooting [Gear] makes passage possible.
※ Shooting [Gear、Te] causes a platform to appear
[Gear]
※ Shooting [Gear Se] causes a platform to appear
※ Shooting [Gear Shi] causes a platform to appear
[Gear]
[Gear]
·[Gear]
Holy Cloak
※ Shooting [Gear Su] makes passage p ible
7

No. The cornered mastermind
54 (MAP)))
The Clockwork Tower Gaspharost

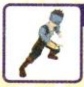
Chasing Valbos with the Dragon Tamer

Yuri dismounted from the dragon onto the rooftop of Gasfarost, where a tornado swirls. Valbos, whose magical device was destroyed by the Dragon Tamer's attack, trembles with rage and sends the henchmen of the Crimson "Bond Mercenary Corps."


Valbos
Hmph, a brat like you
Those lackeys are more than

Yuri, who seemed to have cornered the mastermind, is brushed off by Balbos as merely a low-ranking thug.

VS Bandit (1) ×8
• BOSS DATA



Bandit (1) →P415

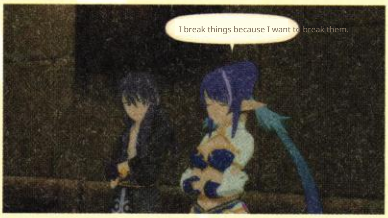
HP 3100 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

The bandits themselves are not strong, but there are simply many of them. Use freerun and guard wisely and fight cautiously. To reduce their numbers, techniques and artes that hit multiple enemies such as "Azure Cleaving Blade" and "Retsusai Shōha" are effective. Using an Overlimit to wipe them out at once is also an option.

Judith, a female warrior of the Kritia tribe

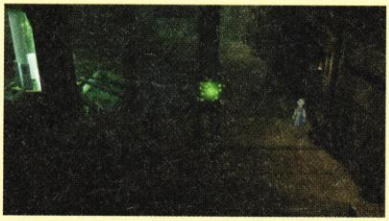
Yuri is imprisoned in the Gasfalost prison along with the dragon tamer. The true identity of the dragon tamer is Judith, a female warrior of the Kritia tribe. Yuri stages a ruse with her, successfully escaping from the prison.


I break things because I want to break them.

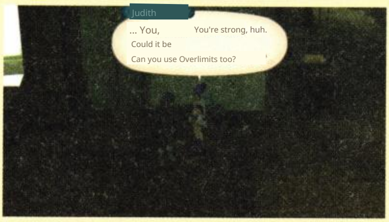
Judith was going around destroying magitechnical devices in various places. When Yuri asked her why, she dodged the question with vague answers.

The luggage is in the room to the left of the corridor

Here, you will explore for a short time together with Judith. After leaving the cell and approaching point A, the Sorcerer Ring powers up to Lv2. Then enter the small room on the left and retrieve the luggage.



Shoot the Sorcerer Ring at the device in front of the shop to proceed upward. The device on the opposite side does not operate at this time.

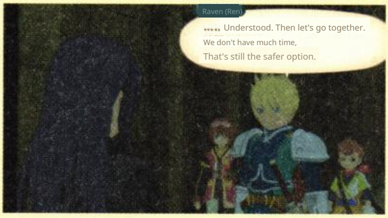

Judith
... You, You're strong, huh.
Could it be
Can you use Overlimits too?

When you proceed to the 2nd floor, Judith gives you "Limit Duo." It allows the OVL gauge to be charged up to 2.

No. Tower Standing in the Gale
55 (MAP)
The Clockwork Tower Gaspharost

Reunite with your comrades!

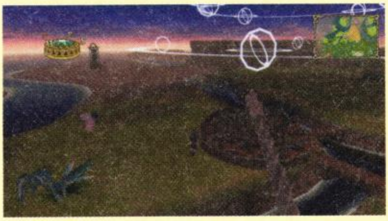
On the second floor, for now postpone exploration and exit Gasfarost to the outside from points ②–④. Rally with Flynn and the companions who will rush over, and once the party's strength is assembled it's wise to obtain the treasure chests on the second floor. After collecting everything, climb the ladder on the exterior wall of the second floor and, from point 5, aim for the summit of Gasfarost.


Raven (Ren)
..... Understood. Then let's go together.
We don't have much time,
That's still the safer option.

After the commotion in Dungrace calms down, Flynn joins the party. From here on, proceed with exploration as an eight-member party.

If you want to reinforce equipment, go to the field

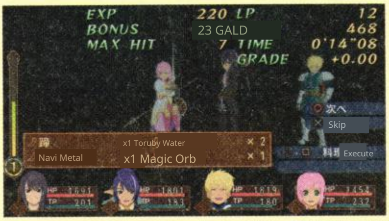
Descending the ladder on the exterior wall of the second floor will take you out to the field. Since equipment cannot be purchased at the Gasfarost shop, if you want to upgrade weapons or armor it's a good idea to return to Dungrace once.



If you go straight south from Gasfalost, you cannot return to Dangrest. Go back by crossing the bridge to the east.

Solve the gear mechanism

From point ⑤ onward, head for the summit by ascending the four-layer Gear Tower. The gears rotate when struck with the Sorcerer's Ring, which deactivates the corresponding mechanisms. Rotate them in the order of the gear art shown on the maps on pages 204–205 and proceed. The enemies that appear here are mainly humanoid, so it's reassuring to have Repede in the battle party. Above all, witches who cast magic from long range should be prioritized and defeated first.



The "Navi Metal" dropped by the Gear Golem requires 15 pieces to synthesize the "Valkyrie's War Helm." Gather them if you have the spare time.

No. The Last of the Fierce Storm

56 (MAP)

The Clockwork Tower Gaspharost

Final Confrontation with Barbos

At the summit, Barbos, who faces you, wields a weapon with the water conduit mage-engine's magic core embedded in it. Duke then appears and destroys the weapon. After that, the final battle begins against Barbos, who switches to his beloved sword.

VS Balbos
Witch
Soldier
Bandit (2) x2

• BOSS DATA

Barbos →P420

HP 49800 Race: Humanoid AV

Size: Medium Attribute Great Light of Fire Virtue

ITEM Drops: Brute Talisman (100 %) None

Witch →P418

HP 3300 Size : Medium S Race: Humanoid AV

Attributes: Fire, Earth, Wind, Light

oldier HP 42 →P416

00 Size: Medium Attribute Bandit Race: Humanoid AV

Fire, Earth, Wind, Water, Light

(2) →P415

HP 3300 Race: Humanoid AV

Size: Medium. Attributes: Fire, Earth, Wind, Water, Medical, Net. When the battle begins, Barboss summons four minions with "The Boss's Voice." Reducing the number of enemies is the top priority. Prioritize defeating the troublesome witches using "Splash." Many of Barboss's techniques cause easy stun, so as a countermeasure against stun, equip the controllable character with "Piyohan."

Secret Mission 7

• Secret Mission

Conditions Destroy all the "Bridge Support Devices" to prevent enemy reinforcements

Reward: Yuri sub-weapon "Knuckle Duster"

Achieve the objective by destroying all the "Bridge Support Devices," which will seal Barbos's "Boss's Cry." Once only one or two enemies besides Barbos remain, move along the outer perimeter and destroy them in order. If enemies interfere, use Over Limit to blast them away.

After the battle

The defeated Valbos disappears from the summit of Gasfarost into the abyss. After this, Raven vanishes, and Judith and Flynn leave the party. Finally, when Yuri recovers the "Water Conduit Magilith," Part One comes to an end, and the scene automatically switches to Dangrest.

No. 57 ~ No. 60

Those Who Should Be Judged — Formation of a New Guild!

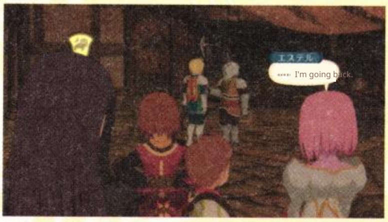
No. 57 • Sinner to Be Judged

(MAP)

Guild den Dangrest (→P191)

Ragou Who Evaded Punishment

When you return to Dungrest, approach the crowd gathered in a corner of the town. You can see Ragou, who has committed many misdeeds, surrounded by the knights and being accused. Afterwards, if you stay at the inn, Karol will hurry in to wake you and tell you that Ragou used the council's position to lessen his punishment.



Having continued the journey up to this point by chance, Estelle decides to return to Zaphias.

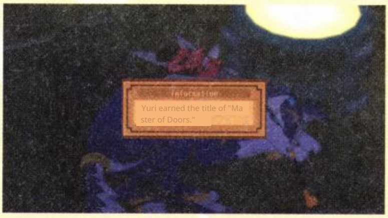
No. 58 Execution of the Guilt

(MAP)

Guild den Dangrest (→P191)

Yuri's Resolve

After hearing Karol's story, Yuri rushes out of the inn. At the garrison camp, when Fren tells Yuri a harsh truth, Yuri steels himself, approaches Ragou who was whispering on the bridge, and cuts him down with a single strike.



After this event, Yuri will acquire the title "One Who Controls Sin," and Lapid will acquire the title "Dog Who Knows Sin."

No. 59 Turmoil Breeds Turmoil

(MAP)

Guild's Nest Dungrest (→P191) ~ Torbikia Continent · North

Sub-events

☐ Mysterious Man (3)	Limited Time →P309
Robryunac (1)	→P309

Estelle and the Mysterious Monster

After one night, Estelle and Rita say goodbye to their companions for the time being here. Immediately after, a giant monster appears targeting Estelle as she tries to leave the town. In the midst of the chaos, Estelle confesses to Yuri that she truly wants to continue the journey. At that moment, Judith appears and re-joins the party alongside Estelle. After this, they will head toward Heliod, but first see the side event "Mysterious Man (3)" (→P309) before departing.

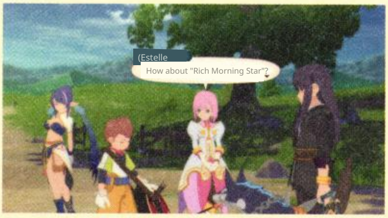
No. 60 New Guild Formed!

(MAP)

Torubikia Continent · East

The name is "Brave Star"

On the way to Heliod, they rest once on the field. If you talk to Lapid twice and choose "Leave the watch to him and rest," they will sleep; but before doing so, talk to everyone. At dawn, Yuri, Lapid, Karol, and Judith establish the guild "Brave Star (Brave Vesperia)." Their first client is Estelle. The party decides to head for Kapua Trim to look for the monster Fellow that appeared in Dangrest.



The guild name Karol came up with was "Brave, Proud, Chest-Filled Gang." His proposal was rejected and it became "Rinrin no Myojo" (Rinrin's

No. 61 ~ No. 64 The Missing Town ~ Liberation from Tyranny

No. 61 Missing Town

((MAP)) The emerging city Heliod (→P188)

Assist in searching for a father

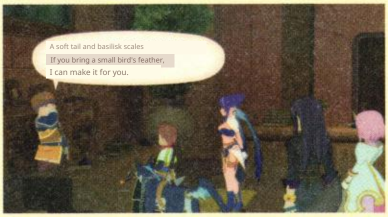
After arriving in Heliod, if you stay at the inn, Yuri will act alone. Leave the inn and speak with Judith, who is on the left side of town, to learn about her background and the monster she is with. The next morning, when you go to check the barrier device in the center of town, you will reunite with Polly and her mother Keras, whom you previously rescued from Ragou's mansion. There you will learn that Polly's father, Tigr, has gone missing, and you will agree to help search for him.

No. 62 How to Make a Lovely Dress

((MAP)) The emerging city Heliod (→P188)

Preparations for a Seduction Ruse

After parting with Polly and Keras, talk to the knight guarding the suspicious lift to investigate the labor camp. However, the knight will refuse to listen and will turn the party away. You will therefore lure the knight out using a seduction ruse; choose a performer from Estelle, Karol, and Judith. Once you've chosen a character, head to the shop. The shopkeeper tells you that if you give one each of "soft tail," "basilisk scale," and "small bird feather," they can make a costume for the seduction. First, obtain these three materials.



A soft tail and basilisk scales
If you bring a small bird's feather,
I can make it for you.

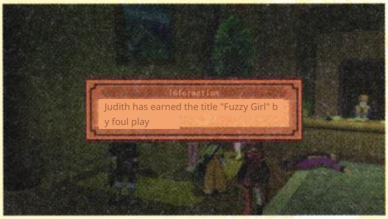
All the materials needed to craft the seductive outfit can be obtained from monsters around the Heliode area.

※Seduction and Disguise

When you give three materials to the shop clerk, they will hand you a costume for seduction. If you go straight to the knight guarding the elevator, the seduction will succeed and you can knock out the lured knight. After that, you will disguise yourself using the armor taken from the knight. Choose either Yuri or Karol as the one to disguise and, once changed, you will be instructed to come to the Knight Corps headquarters, so head to the headquarters. There you will reunite with Rita and be able to descend from the elevator to the worker camp.

Karol
Ma ......
Well, I'm happy......!
Then, over here

The presentation of the seduction and disguise scenes varies depending on the character you select. However, this does not affect later developmen

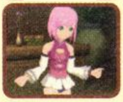


Information
Judith has earned the title "Fuzzy Girl" by foul play

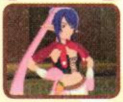
The costume used for the seduction can be obtained as a title in the subevent "Get the Sexy Outfit" (→P326).

- Costumes for seduction and disguise

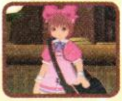
Estelle



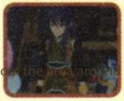
Judith



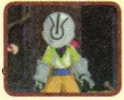
Karol



Yuri



Karol



No. The Actual State of the Emerging Ci
63 (((MAP)))
The emerging city Heliod (→P188)

Before descending the elevator

When you move in front of the barrier magic device, you will encounter a scene where Qumor and Yeager, who leads the "Sea Terror's Claw," head toward the workers' camp. If you follow them down the elevator, you won't be able to return to town for a while, so make sure to purchase the newly stocked equipment at the shop.

イエガー
尊敬はしていマース。
But, In's claw work is
Desuyo

Although he respects Don, Jaeger supports Kyumor's plan to destroy the Guild Union. What are his true intentions?

Enemies waiting in the Workers' Camp

On page 188 in the Workers' Camp's area B, there are knights who are abusing the workers. If you talk to them, you will be thrown into battles against three Night Fencers K and three Night Lancers K, respectively. They are not particularly difficult opponents, but they only appear at this timing, so check them with "Spectacles". If you proceed further, you will fight Jaeger and the others.

Tigul
Ah, you are
……

Found the missing Tigrul. Estelle urges the workers to be freed, but Kyumor pays no heed.

• MONSTER DATA

Knight Fencer K →P413
HP 6800
Race: Humanoid AV
Size: Medium
Attributes: Fire, Earth, Wind, Water, Light, Aura

Knight Lancer K →P414
HP 6200
Race: Humanoid AV
Size: Medium; Attributes: Fire, Earth, Wind, Water

vs Yeager (1)
Titan ×3

• BOSS DATA

Yeager (1) →P421
HP 18000
Race: Humanoid AV
Size: Medium
Attributes: Fire, Earth, Wind, Water, Peach Sourc

TITANU →P417
HP 10020
Race: Humanoid AV
Size: Medium Attributes: Fire Earth Wind Water Light Dark

Because Jaeger's attacks have the effects of sealing artes and mental contamination, add Estelle who has "Recover" and Karol who has the "Vital Recover Stamp". In particular, Estelle is reassuring because she can exploit Titanu's weakness with "Photon". Yuri should prioritize targeting Titanu to reduce enemy numbers. If adding Rita, make sure to turn OFF the dark-attribute "Spread Zero".

Jaeger unleashes projectiles repeatedly from a long distance. When approaching it is best to circle around as if drawing a circle.

No. Liberation from Tyranny
64 (MAP)))
The emerging city Heliod (→P188)

Chasing Kyumor

After repelling Jaeger and the others, Fren's unit, having heard of Kyumor's misdeeds, arrives. Leave Tigrul's protection to them and pursue the fleeing Kyumor. The scene will automatically switch to the field. Kyumor fled toward the Kapua Trim area.

(Raven
You lot are too lively, so this old man ended up having to come all the way here and got stuck like this.

During the pursuit, Kyumor's trail goes cold.
There, a clearly exhausted Raven appears and joins up.

No. 65 ~ No. 67 Friendship Agreement Suspended ~ Fishman Extermination

No. 65 Friendship Agreement Suspended ((MAP))

Harbor Town Kapua Trim (→P182)

The party that missed Kyumol

At the inn in Kapua Trim, the party hears from Raven about Belius of the "Hall of Warriors" and decides to sail to Nodepolica where that person resides. After that, speak with the companions in the town. Only Judith appears when trying to leave the town. After talking to everyone, stay at the inn; the next morning, if you head to the right side of the town, you will reunite with Yodel, who is heading to negotiate with Don.

No. 66 Beware of the fishmen (MAP)))

Port town Kapua Trim (→P182)

Sub-events

☐ Storage Organization (Deidon Fort)	→P348
☐Warehouse Organization (Kapua Trim)	→P349
☐ Appearance of a Dragon Tamer? (1) Limited Time	→P309
☐Defeat Gigant Monster	→P344
☐Smooth-Talking Man (1)	→P309
☐ Ghost's Lost Item	→P310
☐ The Smooth-Talking Man (2)	→P310
☐Karol's Happy Dream	→P310
Collector's Encyclopedia (2) Limited Time	→P310
☐ Bounty Head (1)	→P310
☐ Chasing the Cat	→P310

To the Great Open Sea

After parting with Yodel, head to the port and speak to Kaufman at the pier. He will ask to join the ship and request that you protect it from an assault by fishmen. If you speak to Kaufman again here, you can board the ship, and from then on you will be able to freely navigate the seas on the Fiertia. Heading south across the sea will advance the story, but for now you can land at nearby Kapuwanohr and use it as a base to check the aforementioned side events.

No. Slaying the Fishmen 67 (MAP)

Mururokia Peninsula - North to the Inner Sea

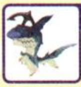
Sub-events

☐ Reunion with Big Boss	→P311
☐ Remnants of the Rival	→P311
☐ Big Boss Returns	→P311

Massed attack by a group of fishmen

After departing Kapua Trim and sailing south for a while through the inland sea, a swarm of fishmen targeting the cargo attacks and combat begins. This battle is unavoidable if you are going to Nodepolica, so prepare in advance. VS Predent ×4~5

• BOSS DATA



Predent →P351

HP 7216 Race: Aquatic Type

Size: Medium tributes: Fire, Earth, Wind, Water, Light, Dark

Predent is an aquatic-type monster, so "Ensen

Focus attacks on the "Fang" and "Twin Fang Palm," and the blue Fatal Strike

Decide on a style to defeat them efficiently. Their weaknesses are Fire and Wind. The "Azure Break Blade" and "Burst Smash Formation," which can strike attributes, are also recommended.

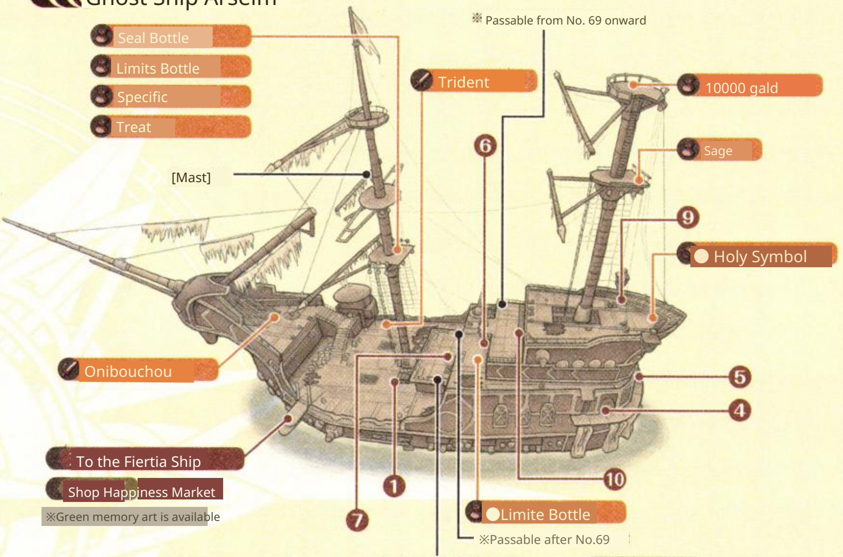
Heading south across the sea toward Nordpolica

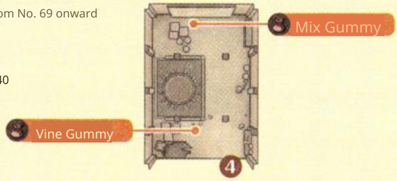
Among the defeated fishmen, Patty appears and takes on the role of the ship's helmsman. From here you head south toward Nordpolica, but the Fiertia is halted by the suddenly appearing ghost ship Arselm. To investigate the cause, Yuri and the others board the ghost ship.

"The Return of the Big Boss" and "The Ravaged Town" are best advanced after you can use Baul's No. 89 (→P233) and onward.

Ghost ship drifting in the fog ~ Mysterious small box

Ghost Ship Arselm

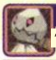

Seal Bottle
Limits Bottle
Specific
Treat
[Mast]
Trident
※Passable from No. 69 onward
10000 gald
Sage
Holy Symbol
Oniboučhou
To the Fiertia Ship
Shop Happiness Market
※Green memory art is available
Limite Bottle
※Passable after No.69
⑥
⑨
⑤
④
⑩
①
⑦
※ Passable from No. 69 onward


Mix Gummy
Vine Gummy
④

(Monster Data)

Hawk
Bird t →P433

Sharp, pointed beak	25%
Drop Pine Gummy	20%
* Pointed Beak	25%
–	
–	



Poltergeist
"Magical Creature Type →P440

Soul Fragment	25%
Drop Holy Bottle	15%
Soul Fragment	15%
–	
–	

Anchor Geist
Demonic Creature Type →P441

Soul Fragment	20%
Drop Life Bottle	15%
Drop Weak Bottle	15%
Drop Squid	15%
Soul Fragment	15%

Aqua Tess Assassin
Water Ty →P449

Large Claw	20%
Drop Crab Shell	25%
Drop Scallop	15%
Crab Shell	20%
–	

Predent
Mizuki Type →P451

Fishman's Item	15%
Dropped: Fishman's Dorsal Fin	15%
Drop: Fishman's Fang	25%
Tuna	15%
Shrimp	20%

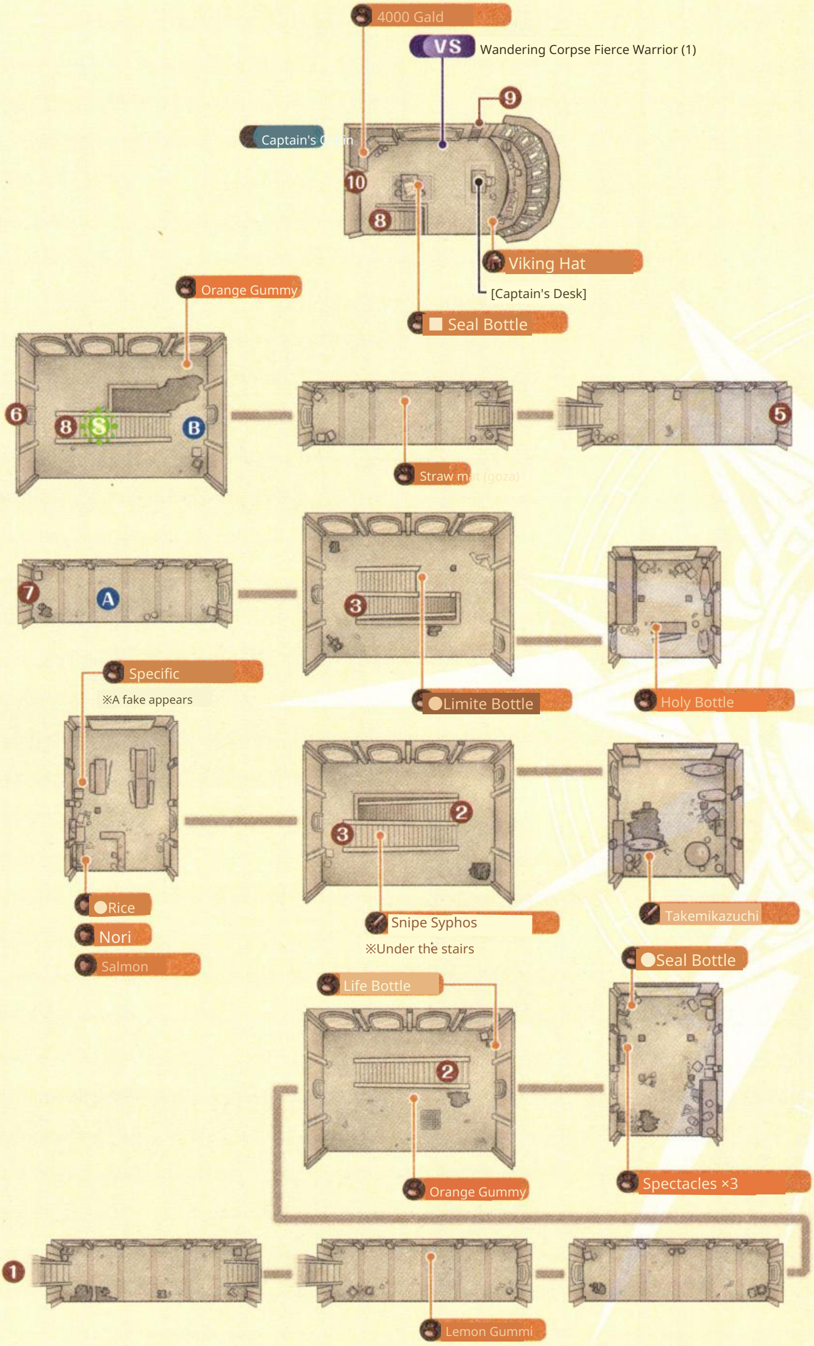
Fake
Inorganic →P456

Drop Fake Box Fang	35%
Drop: Mochimochin Powder	15%
Banashia Bottle	15%
–	
–	

(Shop Data Happiness Market

Category	Product Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Kujigumi	10
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Diney Bottle	500
	Panacea Bottle	1000

Category:	Item Name	Price
Item	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
Ingredients	Tuna	80
	Mackerel	40
	Scallop	60
	Salmon	40
	Squid	40
	Shrimp	40
	Rice	80
	Mochimocchin Powder	50
	Complete	20
	Nori	30

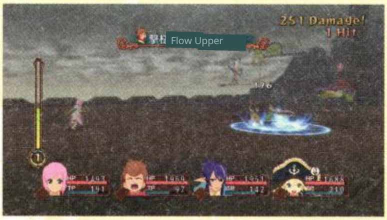

4000 Gald
VS
Wandering Corpse Fierce Warrior (1)
9
Captain's Cabin
10
8
Viking Hat
[Captain's Desk]
■ Seal Bottle
Orange Gummy
6
8
S
B
5
Straw mat (goza)
7
A
3
Specific
※A fake appears
●Limite Bottle
Holy Bottle
2
3
●Rice
Nori
Salmon
Snipe Syphos
※Under the stairs
Takemikazuchi
●Seal Bottle
Life Bottle
2
Orange Gummy
Spectacles ×3
1
Lemon Gummi

68 No. Ghost Ship Drifting in the Fog

MAP Ghost Ship Arselm

Explore the ship divided into two groups

On the Arselm, first a vanguard of four members including Yuri and Repede set out to explore. After that, the remaining four members including Patty depart as the rear party. When forming your parties, don't concentrate your strength on one side; distribute members evenly for balance.



Since Yuri and Repede, who excel at close combat, will be the vanguard, it's best to put Karol and Judith in the rear guard.

Visit every room

The vanguard should go down the stairs at (1) and explore from underground. As you proceed, an accident will block the retreat route and control will switch to the rear guard. At that point, any items on the vanguard's exploration route will become unobtainable, so be sure to collect everything.

Among the enemy symbols, Poltergeist and Anchor Geist are invisible. Judge them by their reflections in the mirror.

Some treasure chests are disguised fakes. They'll trigger combat immediately, so recover HP before opening them.

The rear party departs with Patty added

When the advance party reaches point A, a mast collapses with a loud crash. Worried about Yuri and the others, the follow-up party goes to rescue them. Here Patty joins the combat party for the first time, and by crossing the fallen mast they proceed to explore the outer perimeter of the Arselm ship starting from 5. Items along the way can be picked up later, but you should obtain the item in room 4 first. After reuniting with the advance party, reorganize your party and proceed from 8 to the captain's cabin.

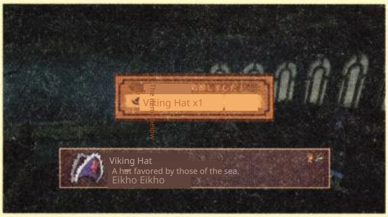
Frightened Girl
○ セーブ

There is a memory sigil at the rendezvous point where you can recover. To prepare for the boss battle, it's a good idea to reorganize your battl

You can go out onto the terrace through the door on the left, but at this point you cannot descend to the deck. Just finish collecting the items.

Journal Left in the Captain's Cabin

In the captain's cabin, Yuri and the others found what appears to be the captain's corpse and a journal. The journal's date is from a thousand years ago, and it seems he intended to deliver the "Crystal of Clarity" to Yuifan in Yormgen. If you examine the captain's desk, you will have to fight a Wandering Corpse Berserker.



Viking Hat
A hat favored by those of the sea.
Eikho Eikho

Before examining the captain's desk, obtain the "Viking Hat" and strengthen your equipment.

VS Wandering Corpse Berserker (1)

• BOSS DATA

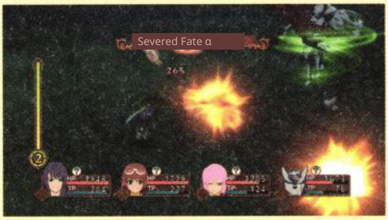
Wandering Corpse Fierce Warrior (1) → P443

HP 73,410 Surrounding Magical Creature Type>

Size: Large Attributes: Fire, Earth, Wind, Water, Light, Darkness

ITEM Drops: Fallen Evil Bone (100%)
Specific (20%)

The Wandering Corpse's Fierce Warrior often uses wide-range attacks that are difficult to dodge while freelancing. Make frequent use of guarding to deal with them. Add Rita or Raven, who can attack from a distance, to your battle party, and use their attacks as a starting point to aim for combos. Note that the enemy's "Trigger Tune α" inflicts a frailty effect, so you'll also want to include Estelle or Karol, who can cure status ailments. If you use Estelle, her "Photon" can exploit the enemy's weakness, which is convenient.



"Severed Fate α" has a stun effect. 操作キ
Equip the character with the "Piyohan".

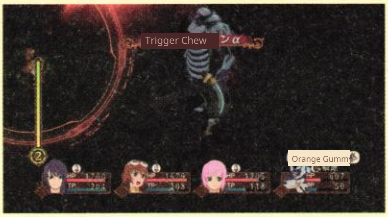
Secret Mission 8

• Secret Mission

Conditions While the Wandering Corpse Berserker (1) is loading the revolver, attack to knock it down

Reward Accessory "Sefira"

After using "Trigger Tune α" or "Sevard Fate α," the Wandering Corpse Berserker loads bullets into the revolver. If you land an attack at this moment, you can clear the secret mission. The former has higher power, while the latter has a wider attack range. It's reliable to use an ally as bait to draw attacks and wait for a counterattack opportunity.



"Trigger Tune α" will not hit if you are pressed against the enemy. Luring a miss to counterattack is also an option.

No. Mysterious Small Box

69 **MAP** Ghost Ship Arselm

Sub-events

☐ Dedekki's End Limited time →P311

☐ Acquire Seafood Bowl Recipe →P312

What's inside the red box you obtained?

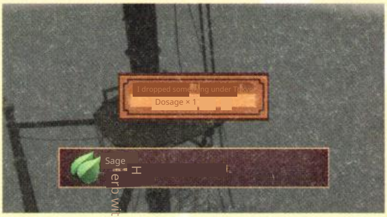
The wandering skeletal berserker vanishes into the mirror, and Yuri and the others obtain the valuables called the "Crimson Box" that were on the captain's desk. Estelle says she wants to deliver the "Clear Time Crystal" said to be inside to Yormgen. The guild has a rule against accepting multiple requests. The request to deliver the "Clear Time Crystal" is taken on by Rita, and the party decides to return to the Fiertia.

Is it o
Has it been fixed?

After obtaining the "Crimson Small Box," a signal flare rises to announce that the Fiertia has become navigable.

Descend to the deck using the rope ladder

After repelling the Wandering Corpse Berserker, the locked door ⑩ opens. You can now exit to the outside of the Arselm, but before doing so it's a good idea to go up ⑨ and obtain the three treasure chests above the captain's cabin. If you exit from ⑩ and investigate the ship's outer perimeter, you can use the rope ladder Judith prepared to go down. Repeat the same steps to advance to the deck, and once you return to the Fiertia, head south again aiming for Nordpolica on the Zadroak Peninsula.


I dropped something under T
Dosage × 1
Sage
Herb with a fortifying effect MAX HP -10

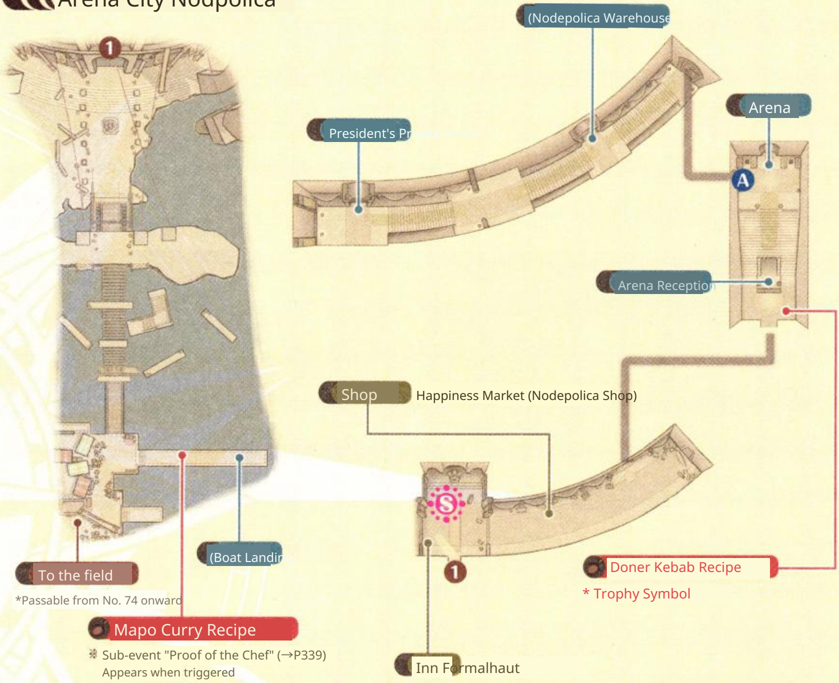
There are two treasure chests on the rear mast extending above the captain's cabin. Climb the lad

SCENARIO

No. 70 ~ No. 74

The Song of the Warrior Resounds in the City ~ De[illegible]ve Battle! Arena

Arena City Nodpolica


(Nodepolica Warehouse
President's Pr
Arena
A
Arena Reception
Shop
Happiness Market (Nodepolica Shop)
S
1
Doner Kebab Recipe
(Boat Landi
To the field
Mapo Curry Recipe
Inn Formalhaut

* Trophy Symbol

*Passable from No. 74 onward

※ Sub-event "Proof of the Chef" (→P339)
Appears when triggered

Shop Data

Happiness Market (Nodepolica Shop)

Category	Item Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300

Category	Product Name	Price
Tool	Spectacles	10
	Goza	100
	Simple Tent	250
Weapons	Damascus Sword	4000
	Zagnar	4200
	Perfect Green	3800
	Snipe Syphos	4400
	Trident	3600
	Takemikazuchi	3900
Head	Knight Helm	1450
	Headdress	1180
	Blue Ribbon	1300
Body	Knight Armor	3470
	Mighty Guard	3150
	Metal Jacket	3000
	Hard Coat	2900
Accessory	Poison Charm	3000

Category	Item Name	Price
Accessory	Paralysis Charm	3000
	Stone Charm	5000
	Drain Charm	5000
	Iron Leggings	1200
	Garnet	8000
	Aquamarine	8000
	Opal	8000
	Ruby	8000
Ingredient	Beef	100
	Chicken	80
	Bork	80
	Tuna	80
	Mackerel	40
	Scallop	60
	Salmon	40
	Squid	40
	Shrimp	40

分類	Product Name	Price
Ingredients	Lettuce	50
	Cucumber	40
	Onion	30
	Tomato	40
	Ban	80
	Mochimocchin Powder	50
	Egg	20
	Milk	20

Items added after No. 88

Category	Product Name	Price
Weapon	Ribsia	3800
Ingredients	Daikon (Japanese radish)	40
	Potato	30
	Rice	80
	Kombu	20
	Tofu	20
	Miso	150

Shop data)

Market of Happiness (Nodpolica Shop)

※Items added from No.136 onward

Category	Product Name	Price
Item	Miracle Gummi	3000
	Tent	500
	Barrier	1000
Weapons	Bone Slasher	25000
	Chris Naga	27000
	World of One	23000
	Blood Trigger	30000
	Unicorn Horn	22500
	Orochi	23500
Weapons	Jubita	25000
	Sinclair Saber	6450
	Rune Blade	7000
	Minotaur	7100
	Grim Guardian	6300
	Two-Form Cestus	7600
	Suzaku	6700
	Aries	7000
Head	Rare Helm	5500
頭	Cowboy Hat	3900
	Mirage Crest	4200
	Duel Helm	2000
	Striped Ribbon	1800
Body	Rare Plate	12500
	Rare Protector	13000
	Rare Coat	10550
	Dragon Parts	9900
	Gothic Plate	6300
Body	Gothic Guard	6300
	Gothic Cardigan	6300
	Spinny Jacket	5900
Accessory	Rare Boots	12000
Ingredients	cabbage	50
	Shiitake (shiitake mushroom)	50
	Chinese cabbage (hakusai)	40
	Nori	30

No. 70 The City Where the Warrior's Song Roars

(MAP) Arena City Nodpolica

Sub-events

☐ Words of Admonition — Limited Time →P312

☐ Dragon Tamer Appears? (2) — Limited Time →P312

Requests a meeting with Belius

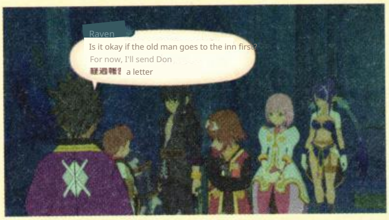
Upon arriving at Nordopolica, they receive the Fiertia ship from Kaufmann. However, it can actually be operated only after No.88 (P231). After parting with Kaufmann and Patty at the port, go to the arena to meet Belius, the leader of the Hall of Warriors, and speak with Nuts, the acting leader at point A.

No. 71 The Commander on a New Moon Night

(MAP) Arena City Nodpolica

• The missing Raven

According to Nuts, Belius only meets people on nights of the new moon, so a meeting is refused for now. When the group goes to the inn to plan their next steps, Raven, who should have arrived at the inn earlier, is nowhere to be found. Since they cannot stay at the inn like this, Yuri and the others set out into town to search for Raven.



Raven

Is it okay if the old man goes to the inn first?

For now, I'll send Don

[illegible] a letter

Unable to meet with Belius, Raven leaves behind a note saying he will return to the inn to write a letter to Don, and then disappears.

No. 72 Patti's Identity

(MAP) Arena City Nodopoli

Sub-event

☐ Mysterious Man (4) — Limited Time →P312

Ifrid's granddaughter?

When you go out into town and head for the pier, you discover Patty standing in front of a stall. According to the street vendors, Patty is the granddaughter of the pirate Ifrit. Ifrit was reviled as a murderer who tarnished the guild's reputation in the "Black Hope" incident. Patty leaves with a resigned expression, as if this is the usual thing.

The Legend of the Radiant Morning Star

After the Patty incident, when they return to the inn, Raven has come back and stays the night. That evening, Yuri goes outside and finds Estelle at the pier. There she tells him the legend associated with the Radiant Morning Star.

No. 73 Small Trouble at the Coliseum

(MAP) Arena City Nodpolica

Sub-events

Mouth Erasure — Limited Time →P312

Ragui's Request

After staying the night and going out into town, they encounter a fight between two men. When Yuri admonishes them, he is noticed for his skill by Ragui, the leader of the "Ruins Gate" who was present there, and is spoken to. Go to the coliseum and ask Ragui, who is near the arena reception, for more details. He asks Yuri to defeat the man trying to take over the "Hall of Warriors," and Yuri decides to enter the tournament.

No. Decisive Battle! 74 (MAP) Arena

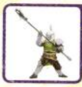
Arena City Nodpolica

An Unexpected Conclusion After Consecutive Battles

To participate in the tournament, speak to the woman in the center of the coliseum reception. The tournament is fought with Yuri alone; by winning three qualifying matches you can challenge the champion. The matches are consecutive, and at the end there is a battle against Zagi, who interrupts the final match.

VS Erunger

• BOSS DATA



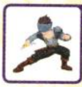
Erunger &lt;-P414

HP 9,400 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

VS Jugem

• BOSS DATA



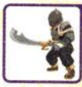
Jugem →P415

HP 12544 Race: Humanoid

Size: Medium Attributes: Fire, Earth, Wind, Water

VS Joan

• BOSS DATA



Joan →P416

HP 13,450 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth Country, Water, Light Garden

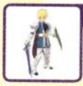
In the preliminaries, you fight Erlanger, Jugem, and Joan in that order.

The basic tactic is to use free-run to bait enemy misses and attack from the side or rear. However,

since enemies also use sweeping attacks around them, if you want to be safe, guard once and then counterattack.

VS Flen (1)

• BOSS DATA

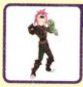


Flen (1) →P425

HP 22,000 Race: Humanoid AV Size: Medium Attributes Fire, Earth Country, Light Garden When you win the preliminaries of the tournament, the undefeated arena champion finally appears. To Yuri's surprise, it is none other than Flen. In this battle, the story progresses either after a certain amount of time passes or each time a certain amount of damage is dealt to Flen. You cannot defeat Flen, so avoid taking unnecessary damage to prepare for the later fight with Zagi. Do not use Overlimits, Artes, or Mystic Artes; simply keep running with free-run to evade him.

VS Zagi (4)

• BOSS DATA



Zagi (4) →P420

HP 60,000 Race: Humanoid AV

Size: Medium Attributes Fire, Earth, Wind, Water, Light, Dark

ITEM
Drop: Dice (100%)
Steal: Savory (10%)

You can fight Zagi alongside your allies. Use free-run to move behind him and strike when there's an opening in his attacks. However, Zagi uses wide-range attacks such as "Rampaging Quad Strike," "Errant Shockwave," and "Magic Flame Pillar Rise," so if the controlled character is being targeted, respond with Guard. If he activates an Overlimit, there is a danger of being finished off by a combo, so focus on escaping.

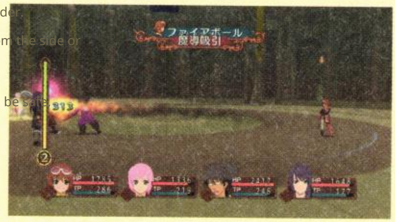
Secret Mission 9

Secret Mission

Conditions Make Zagi (4) use "Magic Attraction" multiple times and destroy the magical device on his arm.

Reward | Accessory "Drain Cheque"

When Zagi uses magic, he absorbs the magic damage by using "Magic Drain." However, if you repeat this, you can break Zagi's magitechnical device. If you only need to achieve this, it's quickest to control Rita and repeatedly cast lower-level spells with short casting times.



To prevent "Magic Drain" from being canceled by allies' attacks, set a defense-priority tactic such as "Protect Yourself."

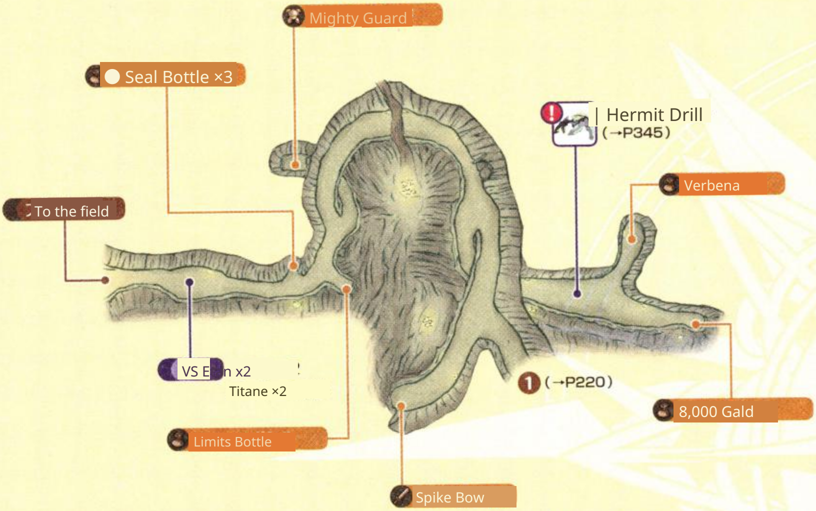
Monsters, intrusion!

After the battle, the barrier magitechnical device is destroyed by the EALE (air) emitted from Zagi's magitechnical device, and the show monsters are released into the arena. If you touch an enemy symbol here, you will fight monsters that appear on the Zadroq Peninsula and the Throat of Cados (→P219); after defeating them twice, Raggi will snatch the "Crimson Small Box." Chase him as he flees the town to the Throat of Cados.

No. 75

Cave that breathes air

The Guts of Kadosu



(Monster Data)))

※ Humanoid monsters and Quieta appear at No. 84

Bilbel

Beast Type →P428

Drop: Wolf Fang	20%
Drop Large Claw	15%
Drop: Desue Sand Gold	10%
Falling Beef	15%
Life Bottle	15%

Kanparā Bear

Beast Type →P431

Fur Drop	40%
Drop Eggbear Claw	35%
Egg	25%
Bear pelt	15%
–	

Thunder Bat

Island-type →P436

Drop: Bat Wing	30%
Drop Paralysis Powder	25%
Drop: Dark Bottle	15%
Paralysis Powder	20%
–	

Kurenai Tengu

Plant-type →P448

Drop: Mandrake Eye	30%
Falling Earhousentake	25%
Drop: Mushroom Powder	15%
Drop: Shiitake	15%
Mandragora Eye	15%

Spider

Insect type →P452

Drop: Spider Web	25%
Drop: Mixed Gummy	25%
Drop: Cabbage	15%
Spider Web	20%
–	

Knight Garter

Humanoid →P412

Falling Knight's Spring	30%
Hidden: Silver Ore	25%
Drop: Holy Deep Water of Knight	20%
Day: Silver Coin	25%
–	

Knight Fencer F

Humanoid →P413

Holy Deep Water of Fallen Knight	60%
Oxen-rivet Handle	15%
Orange Gummy Drop	10%
Knight's Holy Deep Water	25%
–	

Knight Catcher

Humanoid →P413

Knight's Spring	30%
Drop: Iron Spearhead	20%
Orange Gummy Drop	15%
Drop: Holy Deep Water of Knight	20%
Iron Tip	25%

Knight Halberd F

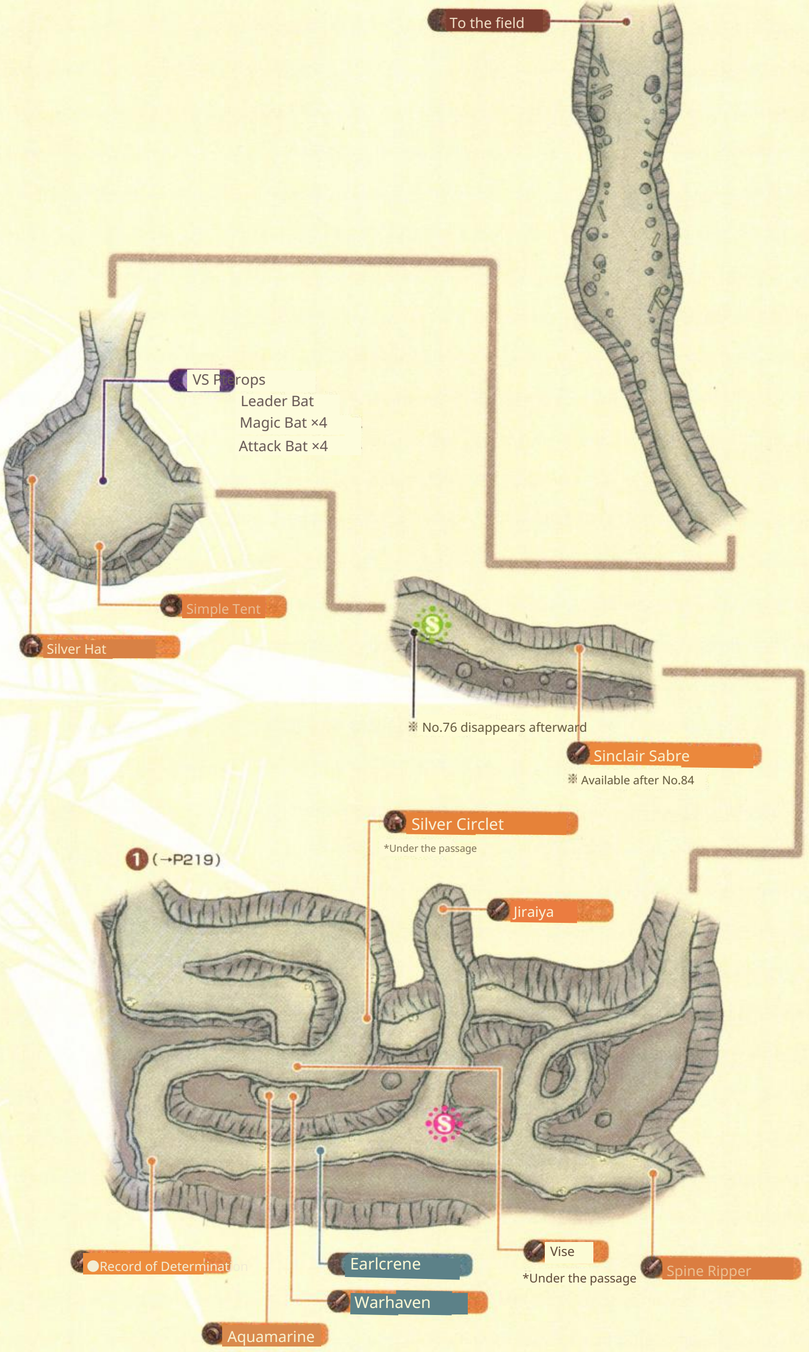
Humanoid →P414

Holy Deep Water of Fallen Knight	60%
End of the Iron Drop	25%
Iron Tip	25%
–	
–	

Quaietta

Beast Type →P430

Falling Mane	20%
Sun Hoof	25%
Drop: Dark Bottle	15%
Fallen Carrot	15%
Four Ways	15%


To the field
VS Pterops
Leader Bat
Magic Bat ×4
Attack Bat ×4
Simple Tent
Silver Hat
※ No.76 disappears afterward
Sinclair Sabre
※ Available after No.84
Silver Circlet
*Under the passage
1 (→P219)
Jiraiya
Record of Determination
Earlcrene
Warhaven
Aquamarine
Vise
*Under the passage
Spine Ripper

No. 75 Air-Spouting Cave

((MAP))

| Kadosu no nodobue (Kadosu's Throat)

Sub-events

☐Mysterious Man (5) Limited time →P312

☐ Renowned Chef (1) →P313

Cave west of Nodo Polica

Upon reaching Kadosu's Throat, Rapido discovers Ragii hiding near the cave entrance, and they must fight the red-eyed members of the "Sea Fiend's Claws" blocking their way. After that, proceed toward the exit, but there is a Gigant Monster, Hermit Drill, along the way. It is extremely tough, so if you choose to fight it, prepare thoroughly.

VS Etan ×2
Titane ×2

• BOSS DATA

Etan →P418
HP 13450 Race: Humanoid AV
Size: Medium Elemen Fire Earth Wind Water Light Aura

Titan →P417
HP 10020 Race: Humanoid AV Attributes: Fire Earth Wind Water Light Aura Size: Medium

Etan fires his crossbow repeatedly from long range, while Titanu aims for close combat using claw attacks. First concentrate your attacks on Etan and defeat him, then target the remaining Titanu.

Proceed toward the back of the cave

As you proceed through the cave, your pursuit of Ragii is blocked by Ealcrene, but Eal's rampage is quelled by a mysterious monster, allowing you to move deeper. Beyond the green memory technique, Ragii's true identity is revealed to be Jaeger, but he escapes. The party then has to fight Pteropus.

"Patti
It's a steamed one!
Listen and be surprised.

When you pass through ①, you reunite with Patti, who is searching for the jewel called "Star of Beauty," and obtain the title "Girl Without Memory."

vs Pterops
Leader Bat
Magic Bat×4
Attack Bat×4

• BOSS DATA

Pterops →P438
HP 66000 Race: Bird-type
Size: Extra Larg Attributes: F Wind, Water, Li

ITEM Drop Speed Light (100%)
Verbena (15%)

Leader Bat →P438
HP 24000 Race Bird-type
Size Small Attr ute Fire/Earth W /Light Gard

ITEM Drop Speed Light (100%)
Verbena (15%)

Magic Bat →P438
HP 6000 Race Bird-type
Size: Small A ibute Fire, Earth, Wind, Water, Light, Aura

Attack Bat →P438
HP 8000 Race Bird-type
Size: Small Attri utes: Fire Earth Wind Water Light Aura

Pterops has a wide attack range. Fight with an emphasis on guarding whenever possible. Because it has many resistances, switching between artes and spe

When it splits, prioritize defeating the Magic Bat that repeatedly uses "Splash." Also, when registering it in the "Monster Encyclopedia," don't forget that you may need four "Spectacles."

Secret Mission 10

• Secret Mission

Condition After Pteropus splits, defeat the leader bat to prevent recombination.

Reward Accessory "Resume Ring"

This can be achieved by concentrating attacks on the leader bat during the "Split." Set the tactic "Target" to "Aim at the same enemy." However, many Magic Bats surround the leader bat, so it's easier to achieve by defeating several of them first and then focusing your attacks.

Exit the cave and head to the desert

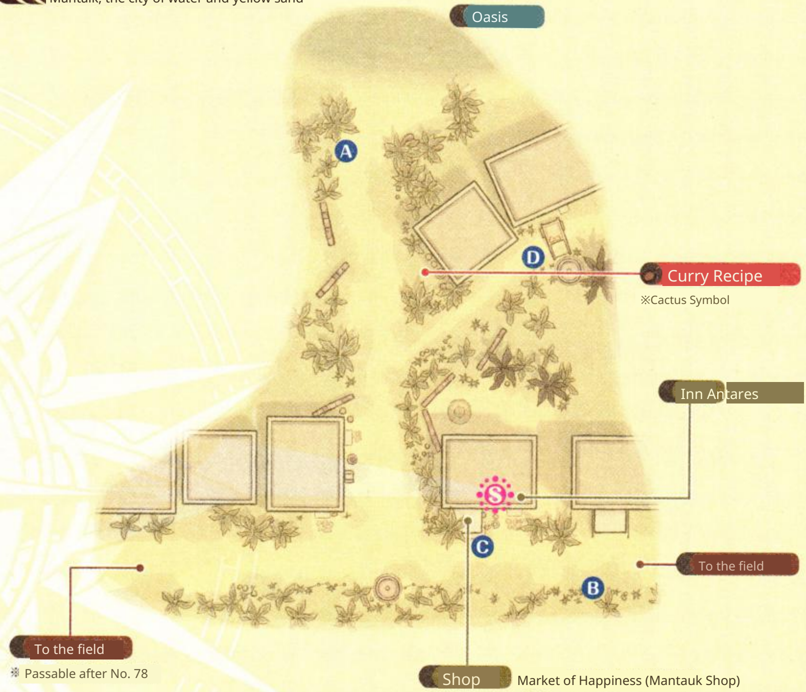
After defeating Pterops, head out into the field and aim for Mantai ku. Note that at this point the subevent "Mysterious Man (5)" (→P312) will occur. It's a good idea to return to Parklene once and check it.

No. 76 ~ No. 78

SCENARIO

Hot Wind-Blown Oasis ~ The Governor's Unreasonable Order

Mantaik, the city of water and yellow sand


Oasis
A
D
Curry Recipe
※Cactus Symbol
Inn Antares
S
C
B
To the field
To the field
※ Passable after No. 78
Shop
Market of Happiness (Mantauk Shop)

Shop Data

Market of Happiness (Mantauk Shop)

Category	Product Name	Price
Items	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
Items	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
	Simple Tent	250
Weapons	Spine Ripper	4700
	Celtis	5200
	Easy Bray	4800
	Full Metal Staff	4900
Weapon	Jiraiya	4450
Head	Silver Helm	1700
	Silver Circlet 1550	
	Silver Hat	1350
Body	Silver Guard	4000
	Silver Cloak	4400
	Silver Parts	3950
Accessory	Flare Mantle	2000
	Aqua Mantle	2200
Ingredient	Beef	100
	Chicken	
	Pork	
Ingredients	cabbage	50
	Carrot	40
	Onion	30
	Daikon (Japanese radish)	40
	Potato	30
	Rice	80
	Mochimocchin Powder	50
	Egg	20
	Milk	20
	Miso	150

※Items added after No. 82 on page 80

Page 80 Weapon: Visca		4500

No. Scorching-Wind Oasis

Page 76 ((MAP))

Mantaik, the city of water and yellow sand

Sub-events

Rovander Reporter (3) →P313

Take a break in Mantaik

Having arrived at Mantaik, which is right next to the Cogol Desert, the party disbands for the time being and rests as they please. After this, control Yuri and talk with the companions in town to advance the story. Talk to everyone first, then go to the front of the inn.

Judith
Oh, where are you going?

Companions other than Judith and Rita are in town at A~D. Judi Su is at the left exit, and Rita is in the inn.

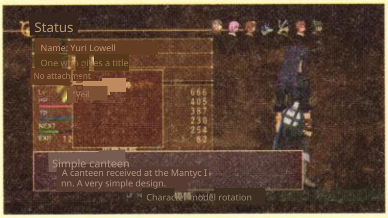
No. 77 Determination to Enter the Desert

((MAP))

Mantaik, the city of water and yellow sand

Search for the parents in place of the siblings

When you stay at the inn, the innkeeper prepares a canteen for Yuri and the others heading to the Cogol Desert. First, go to the town oasis to draw water. There you encounter a scene where the young siblings Alf and Laila, who broke the town curfew, are being captured by knights. If you help the siblings, you learn that their parents were taken into the desert by the regent's order. As a reward you receive the valuable item "Glass Bead," and the party sets out to search the Cogol Desert for the missing parents.



Status

Name: Yuri Lowell

One who gives a title

No attachment

"Veil

Simple canteen

A canteen received at the Mantyc Inn. A very simple design.

Character model rotation

The canteen can be obtained as an attachment for every party member. The name and design differ depending on the character.

No. 78 The Governor's Unreasonable Order

((MAP))

Mantaik, the city of water and yellow sand

Sub-events

☐ Esterise's Important Item Limited Time →P313

☐ Hidden in the darkness Limited Time →P313

Be fully prepared before entering the desert

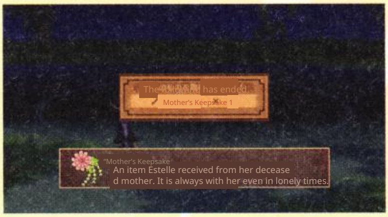
If you leave from the left side of Mantaik, the scene switches directly to the Cogol Desert without passing through the field. However, the desert is vast and requires a rather long journey. Before heading out to explore, make sure to buy plenty of healing items and ingredients. Also, to prepare for battles with monsters, it's wise to obtain both the "Flare Mantle" and the "Aqua Mantle".

Kori
o, I was just wondering what the regent here is scheming

On the way to the desert, you can learn from your companions about the new regent assigned to Mantaik.

Always check the sub-events

If you stay at the Mantyc Inn, two sub-events will occur. Both are time-limited. “Esterise’s Precious Item” (→P313) grants the valuable item “Mother’s Keepsake,” and “Hidden in the Darkness” (→P313) allows you to obtain Judith’s technique “Hien Gekka.” The former is especially essential for completing Secret Mission 17 (→P266), so be sure to check it. Staying two nights costs 800 gald, so if you don’t have enough, defeat monsters around the town to earn money.



The following has ended

Mother’s Keepsake 1

“Mother’s Keepsake

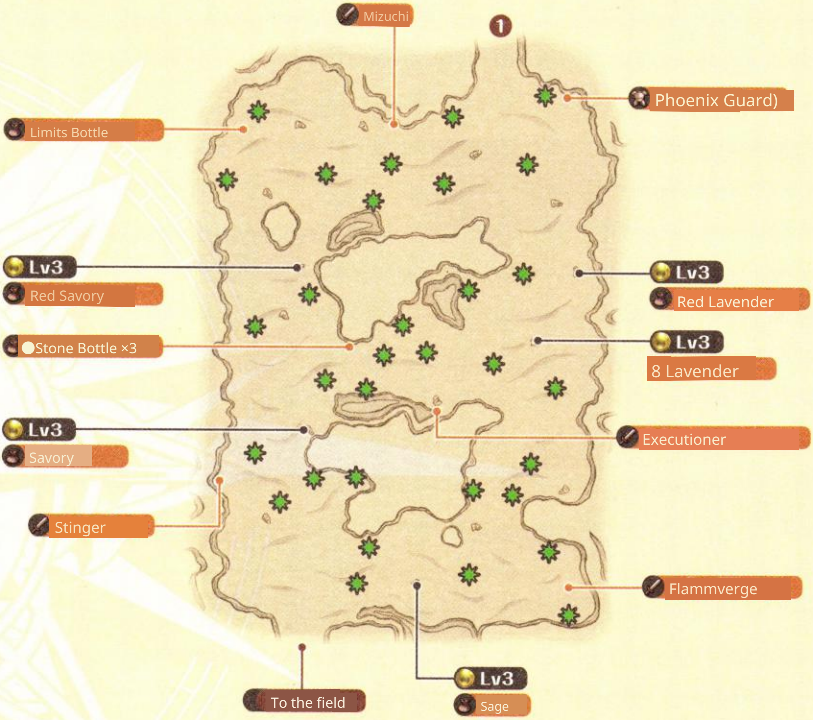
An item Estelle received from her deceased mother. It is always with her even in lonely times.

The reward Estelle tried to give to Karol was "Mother's Keepsake". It is a valuable item, but if used in battle it restores HP.

No. 79

Places Where Cacti Grow

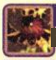
Kogor Desert


Mizuchi
①
Phoenix Guard)
Limits Bottle
Lv3
Red Savory
Lv3
Red Lavender
Stone Bottle ×3
Lv3
8 Lavender
Lv3
Savory
Executioner
Stinger
Flammverge
To the field
Lv3
Sage

(Monster Data)

| Firebird
Bird-type →P434

Sharp, pointed beak	20%
Drbp: Flay Stone	25%
Drop: Medium Bird Feather	20%
Dropped: Panacea Bottle	15%
Flay Stone	25%


Fire Bat
"Bird-t →P435

Bat Wing	25%
Dlop: Flay Stone	25%
Flay Stone	25%
–	
–	

Ice Bat
Bird-type →P436

Bat Wing	25%
Freeze Stone	30%
Freeze Stone	20%
–	
–	

Fire Spirits
| Demon- →P440

Flay Stone	30%
3 Shells	15%
Flay Stone	25%
–	
–	

Ice Spirits
Demonic Creature Type →P440

Freeze Stone	30%
Drbp: Life Bottle	15%
Pine Gummy	10%
–	
–	

Superstar 0
Magical Creature Type → P442

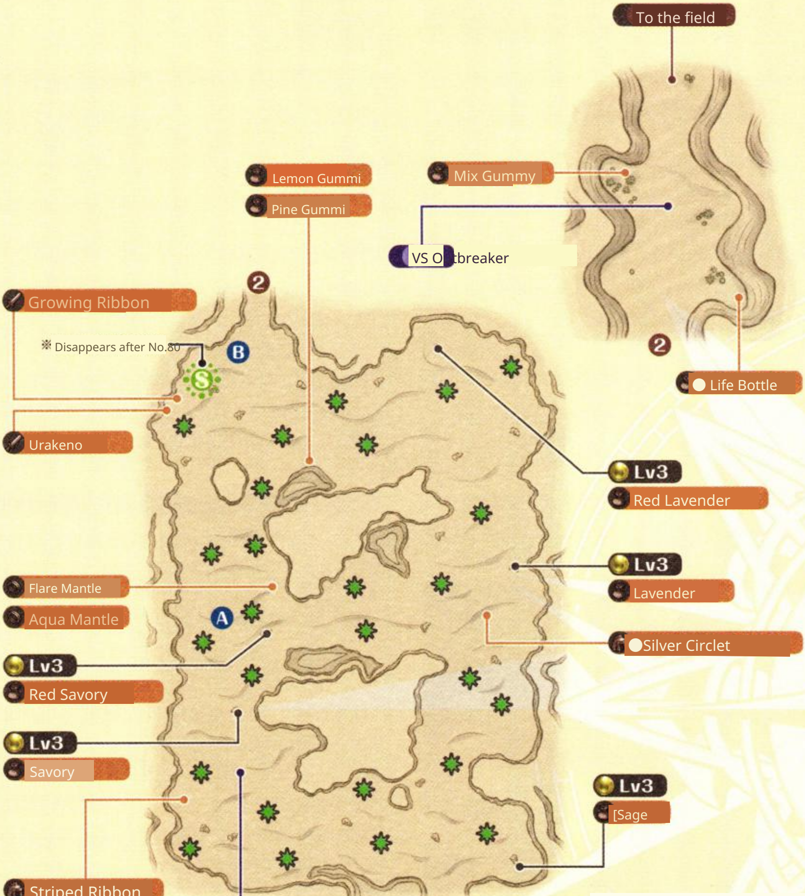
Minister Orange Star Stone	10%
Drop: Orange	15%
Orange Gummy	10%
–	
–	

Red Looper
Demon-creature type →P443

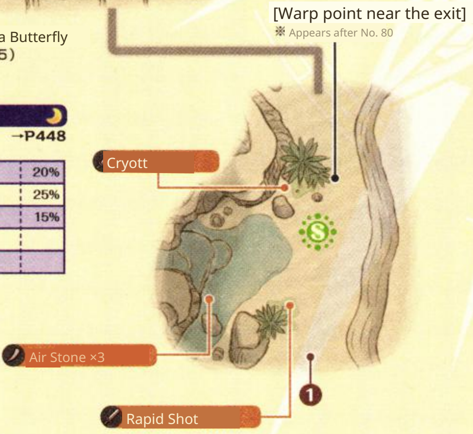
Drop: Roper's Tentacle	20%
Roper's Tentacle	15%
–	
–	
–	

Blue Looper
Magical creature type →P443

Drop: Rover's Tentacle	25%
Dropped: Panacea Bottle	15%
Cocktail Bottle	10%
–	
–	


To the field
Mix Gummy
Lemon Gummi
Pine Gummi
VS O tbreaker
Growing Ribbon
※ Disappears after No.80
②
Ⓑ
S
Urakeno
Life Bottle
②
Lv3
Red Lavender
Lv3
Lavender
Flare Mantle
Aqua Mantle
Ⓐ
Silver Circlet
Lv3
Red Savory
Lv3
Savory
Lv3
[Sage
Striped Ribbon

| Medusa Butterfly
(→P345)


[Warp point near the exit]
※ Appears after No. 80
Cryott
S
Air Stone ×3
①
Rapid Shot

Cactuss | Plant-t	→P447
Drop: Cactus Needle	35%
Drop: Cocktail Bottle	25%
Drop: Seal Bottle	20%
Drop: Onion	15%
Cactus Spine	25%

Dryad Plant type	→P448
Drop: Mandragor	20%
Cactus Spine	25%
Cactus Spine	15%
–	
–	

Green Spider Insect type	→P452
Drop: Spider Web	25%
Drop: Cactus Needle	15%
Falling Dez work sand gold	15%
Cactus Spine	15%
–	

✱ ...Location of cactus

No. 79 Places where cacti grow

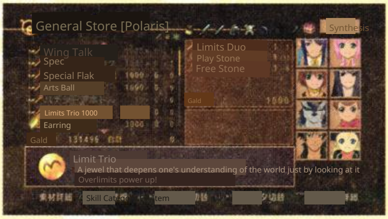
((MAP)) Kogor Desert

Map where properties change between day and night

The Cogol Desert switches between day and night after traveling a certain distance, and the enemies that appear change. Daytime enemies are weak to Water attribute and tend to resist Fire attribute. Conversely, nighttime enemies are more vulnerable to Fire attribute and tend to resist Water attribute. Therefore, making Rita the active character and switching between Fire- and Water-attribute spells makes exploration easier. Also, this map displays a water gauge. This indicates the remaining water in your canteen, which gradually decreases during actions. When it reaches zero, HP decreases, but shooting cacti with the Sorcerer's Ring increases the water gauge, so replenish frequently as you proceed. The oasis has a green Mystic Arte symbol, and the water gauge is restored to full there, so it’s a good place to use as a base. Note that destroying scattered bones requires a Sorcerer's Ring of Lv. 3 or higher.

パティ
I am Yuri!

After proceeding past the midpoint oasis, Patty joins the party. After the event, you will resume exploration from point A.



Limit Trio
A jewel that deepens one's understanding of the world just by looking at it
Overlimits power up!

A material dropped by monsters in the Cogol Desert that can be synthesized into the "Limit Trio," which makes the OVL gauge 3.

The missing couple is to the northwest

Going to B lets you rescue Alf and Laila's parents and opens the path to the map where the Outbreaker is. The amount of the water gauge at this time affects the reward for "Reward for Helping People" (→P313); if the water gauge is at least half full, you receive the highest-class reward.

VS Outbreaker

• BOSS DATA

Outbreaker →P444

HP 78925 Garden Magical Creature Type>

Size: Huge Attributes: Fire, Earth, Wind, Water, Light, Aura

ITEM Drops: Strange Lump (100%)
Chamomile (15%)

Outbreaker swaps its weakness and absorption attributes by reversing day and night with "Sunshine" and "Moonlight." As with other enemies, it is effective to control Rita and alternate between fire-attribute and water-attribute spells. When the enemy's HP decreases, it frequently uses forward-targeted techniques such as "Aqua Raiser" and "Roar," which has a skill/tech seal effect. If engaging in close combat, try to attack from the sides or behind.

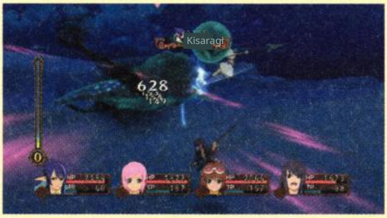
Secret Mission 11

.Secret Mission

Condition Accessory "World Check": Destroy the core during Outbreaker's casting of "Sunshine" or "Moon light"

Reward

When Outbreaker casts "Moonlight" or "Sunshine," it spits the core into the air. Attack this core three times to complete the objective; afterward, those spells become unusable. Here, control Yuri and from the enemy's front repeatedly use "Circle Slash" → "断空牙" (Dankuuga?) to knock it down and take advantage. Outbreaker has a high chance of spitting out the core immediately after getting up, so attack it with "断空牙" at that moment. Repeat this three times.



You can also bring them down with Judith's "Kisaragi" → "Engetsu." Use "Kisaragi" to attack the core.

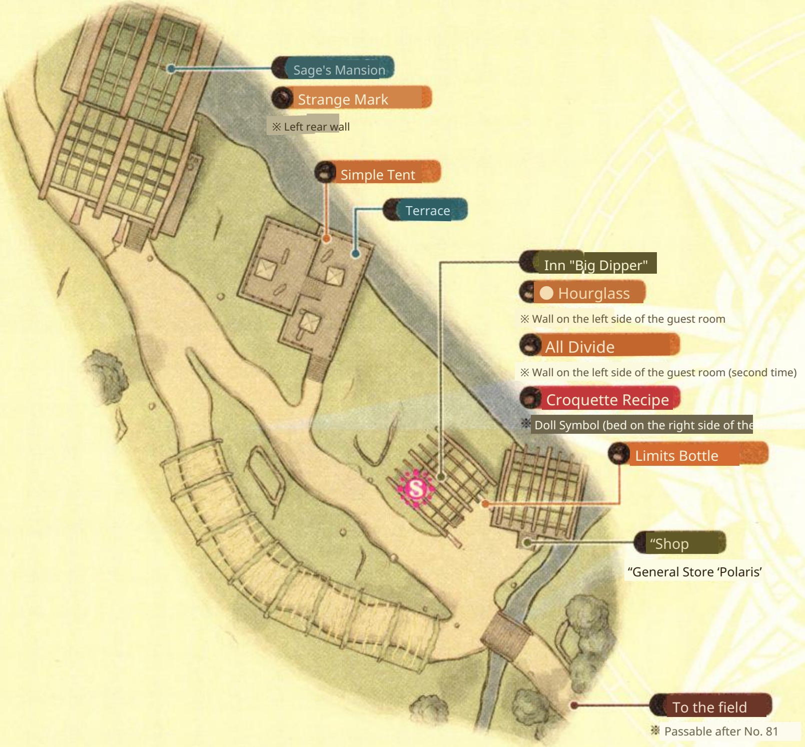
The crisis that befell the party

After repelling the Outbreaker, the group collapses on the spot. In Yuri's fading consciousness, he sees a monster eating Earu from Kados's throat. Then the scene automatically shifts to Yormgen.

No. 80 ~ No. 83

The Passed-Down Utopia ~ The Tyrannical Knight, Missing?

Ancient Tomb Village Yormgen



Sage's Mansion

Strange Mark

※ Left rear wall

Simple Tent

Terrace

Inn "Big Dipper"

Hourglass

※ Wall on the left side of the guest room

All Divide

※ Wall on the left side of the guest room (second time)

Croquette Recipe

※ Doll Symbol (bed on the right side of the

Limits Bottle

"Shop

"General Store 'Polaris'

To the field

※ Passable after No. 81

Shop data)

General Store "North Star"

分類	Product Name	[Price
[Item]	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Vine Gummy	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150

Category	Product Name	Price
Items	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
	Simple Tent	250

Category	::Item Name	Price
Accessory	Resist Ring	6000
	Protect Ring	6000
	Diamond	10000
	Amethyst	10000
Ingredients	Beef	100
	Chicken	80
	Pork	80
	cabbage	50
	Lettuce	50
	Cucumber	40

Category	Product Name	Price
Ingredient	Carrot	40
	Onion	30
	Tomato	40
	Potato	30
	Rice	80
	Ban	80
	Mochimocchin Powder	50
	Egg	20

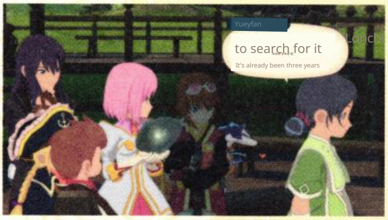
No. The Ideal Land Passed Down in Stories

80 ((MAP))

Ancient Tomb Village Yormgen

Give the "Clear Time Crystal" to Yuifan

Yuri woke up in the inn bed. He had been helped by someone and brought to this town along with Alf and the others' parents. In Ester's hand outside the inn is a "Fellow's Feather." Once all party members have gathered, speak to the woman Yuifan on the terrace. The key Yuifan carries will open the "Crimson Small Box," allowing you to obtain the precious "Clear Time Crystal." This gem is needed to form the barrier that protects the town. Deliver it to the sage's manor at the far end of the town.



According to Yueyfan, her lover Lonchi set sail three years ago. Was the ghost ship Aerselm merely an illusion?

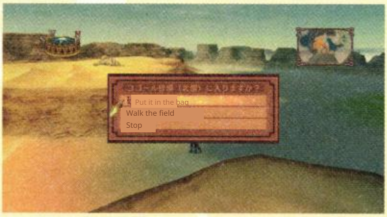
No. The Clear Time Crystal Is Broken

81 ((MAP))

Ancient Curtain Village Yormgen

For now, let's return to Mantyc

Duke, who was at the sage's residence, disassembles the “Crystal of Clarity” into Aerol with a mysterious sword. After that, Rita says there is something she wants to investigate, and everyone has free time until morning. The story progresses when you stay at the inn, but before that, talk with Patty to obtain the title “The Girl Who Doesn't Cry.” After staying the night and meeting up with your companions at the town's exit, for now return to Mantyc.



From now on, you will be able to walk the Cogol Desert as a field. If you want to enter, choose "Enter the desert".

No. Crush the Tyranny

82 ((MAP))

|Town of Mantike, of Water and Yellow Sand (→P222)

Sub-events

☐ Reward for helping people →P313

The End of Kyumor

Upon returning to Mantaik, the party encounters Kyumor, who has newly become the regent. They cleverly manage to thwart his misdeeds, but witness firsthand the reality of ordinary citizens being unjustly oppressed. After staying overnight at the inn, an event occurs. Yuri, determined to uphold his sense of justice, judges Kyumor just as he did Ragow.

Buren
Yuri, I want to talk later

Buren, who had been watching Yuri judge Kyumor from the shadows, tells him he wants to speak with him alone.

No. The Knight of Tyranny, Missing?

83 ((MAP))

Mantyc, the City of Water and Yellow Sand (→P222)

Sub-events

☐ Tar Pit (1) ■ Limited Time P313
☐ Guild Work (1) Limited Time →P314

Clashing “Justices”

When you wake up, leave the inn and head to the oasis. There, you and Flynn will engage in a heated debate about the path you believe in, but Estelle overhears the conversation. Still wanting to continue the journey even after learning everything, she accompanies you as you head to Nordpolika to meet Belius.

Well then... The jobs I can introduce are... about this many......

The two sub-events that occur here can each be seen by moving to a different area once.

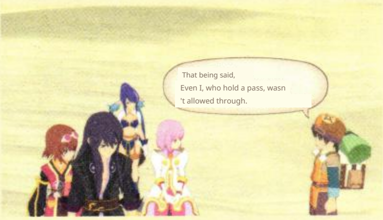
Throat of Kados Blocked

No. 84 | Throat of Kados Blocked

((MAP)) Mother Kados Mountains・Western Desert ~ Throat of Kados (→P219)

Blocked Throat of Kados

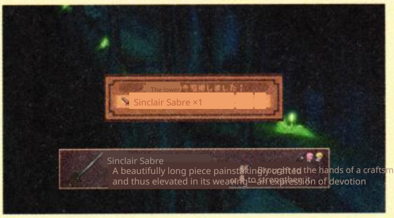
When you leave Mantaik, you meet a traveling merchant of the "Market of Happiness" on the field. According to the merchant, the Knight Order has blocked the Throat of Kados. From here, you will head to the Throat of Kados, but once you arrive you will not be able to return to Mantaik for a while. It's a good idea to restock items and complete synthesis beforehand.



Even traveling merchants who possess passes that let them go between worlds are not allowed through. Why did the knights seal this area off?

Break through the knights' blockade!

At the Cados Throat, at the cave entrance, knights of Fren's squad who led monsters are conducting a checkpoint. Yuri questions Fren's unusually rough command. The party considers how to get past the checkpoint, and Raven causes the monsters to rampage with his bow and arrows; taking advantage of the ensuing chaos, they succeed in sneaking into the cave. Proceed toward the opposite exit that leads to Nordpolica.



The lower one

Sinclair Sabre ×1

Sinclair Sabre

A beautifully long piece painstakingly crafted and thus elevated in its weaving—an expression of devotion

Brought to the hands of a craftsman to strengthen it

A treasure chest containing the "Sinclair Sabre" has newly been found. It is a powerful main weapon, so equip it immediately.

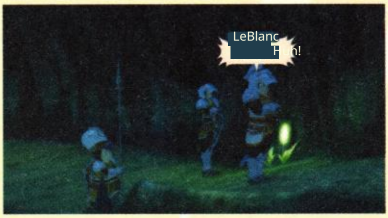
Different enemies appear than before

On the second exploration of the Cados Throat, knights and the monsters they unleashed are prowling. Among the newly appearing enemies here, Quayetta is troublesome. She moves quickly and charges while running wildly in all directions, so prioritize attacking her. Green Fatal Strikes are easy to land on this enemy, making Yuri's "Sansanka" and "Claw Dragon Renga Zan" effective. Use wind-element artes and skills to exploit the Night Halberd F's weakness.

The dungeon has many narrow passages. Even using a "Holy Bottle," there are places where you cannot avoid combat.

Rita investigates the Aelcrene

When they reach Aelcrene, Rita begins her investigation. The last time they came, a massive surge of ael made it a dangerous situation, but now it has completely calmed down. While Rita is organizing her thoughts, knights' pursuers appear and she is forced to abandon the investigation. After advancing to the Nordpolica-side exit, they encounter Leblanc's squad. Caught in a pincer attack by the knights, they escape the crisis thanks to Raven's quick thinking. Head north across the field toward Nordpolica.



LeBlanc's squad is stopped in its tracks by Raven's single shout. This event reveals a small part of his true identity's secret.

No. 85 ~ No. 88

SCENARIO

On the night of the new moon~ Drift of the Fiertia

No. 85 On a New Moon Night

(MAP)
Arena city Nodpolica (→P216)

Wait for the night of the new moon and go to Belius

When you arrive in Nodopolica, you notice knights here and there. If you stay at the inn and the night of the new moon arrives, go to the arena. Climb the arena stairs and speak to Nuts to have the door opened. Then proceed straight ahead and enter the chief's private chamber.

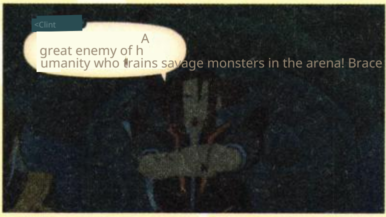
The "Demon-Hunting Sword" has also arrived in Nodepolica. From here, you will be unable to leave the town for a while.

No. 86 Meeting with the Governor

(MAP)
Arena city Nodpolica (→P216)

The True Identity of Belius

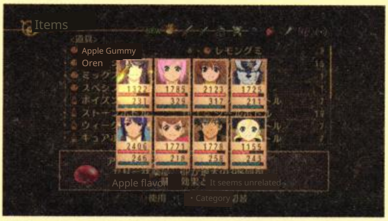
As the commander of the "Hall of Warriors," Belius rules Nodepolica and was the chief servant of the progenitor. Raven gives Don's letter to Belius, and Estelle is told about the Child of the Full Moon. Around the same time, an incident occurs in which the "Demon-Hunting Sword" raids the town.


<Clint
A great enemy of humanity who trains savage monsters in the arena! Brace yourself and become the edge of my blade!

The "Demon-Hunting Sword" regards Belius as a human who tames monsters and launches an all-out attack against him.

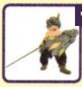
Rescue Nuts

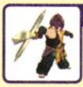
The "Demon-Hunting Sword" brings Nodepolica under control. Head to the arena to rescue Nuts. Enemy symbols are placed along the passageway that connects the Commander's private chamber to the arena. There are three enemy types listed below, and none of them appear at any other time. If you're aiming to complete the "Monster Encyclopedia," don't forget to use "Spectacles."

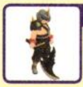


After exiting the passage, proceed deeper and you will face consecutive battles. Open the menu once and challenge them in perfect condition.

• MONSTER DATA


"Barley →P417
HP 13300 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden


Rai →P414
HP 11500 Race: Humanoid AV
Size: Medium Attribute Fire Earth Wind Water Light Map


Grain →P413
HP 9900 Race: Humanoid AV
Size: Medium Attributes Fire Earth Wind Water Light Garden

No. 87 Arena City Turmoil

(MAP)))
Arena City Nodepolica (→P216)

Tragedy in the Arena

When you go to the arena, you will fight the "Demon-Hunting Swords" that attacked Nuts. After repelling them, the injured Belius appears. Estelle's healing art causes Belius to go into agony and attack the party. Since this becomes a consecutive battle, make sure to complete your healing beforehand.

VS Aiyu

Orju
Pepe×2

BOSS DATA

Aiyu →P419
HP 9834 | Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light

Orju →P417
HP 11860 | Race: Humanoid AV
Size: Medium | Elemen Fire Earth Wind Water Light (garden)

Pepe →P416
HP 10087 | Race: Humanoid AV
Size: Medium | Attributes: Fire, Earth, Wind, Water, Light, Garden

Aiou, who repeatedly casts magic from the rear, is troublesome. Aiou uses powerful spells such as "Rock Break" and "Ivy Rush," so concentrate your attacks and defeat her first. After Aiou is defeated, it is wise to take down the fast-moving Pepe next.

VS Belius

BOSS DATA

Belius →P433
HP 96000 | Species: Beast-ty
Size: Huge Attribute: Fire Earth Wind Water Light
Drops: Emerald Ring (100%)
ITEM
Basil (15%)

Belius (Clone) →P433
HP 72000 | Race: Default Typ
Size: Huge Attributes: Fire Earth Wind Water Light Dark

Belius unleashes powerful forward attacks such as the shock blast "Kamaitachi Twin Fangs" and "Strong Kamaitachi." Most of these attacks have large wind-ups, so dodging with free-run is the basic tactic. When Belius's HP falls below half, clones of Belius appear and frequently use "Absolute Zero." Ignore Belius's clones and concentrate attacks on the main Belius.

Stone Blast
906 Damage!
2 Hits
552

Velious's weakness is Earth-elemental. While exploiting that weakness with Rita's "Stone Blast", hold Velious in place.

Secret Mission 12

Secret Mission

Conditions After Belius (clone) appears, light all the "candle sticks" to extinguish the clone

Reward: Estell's main weapon "Ice Coffin" After the decoys appear, light the four "candelabra" with fire-element spells/skills to complete it. Because the flames extinguish after a certain time, quickly light them with Yuri's "Explosion Formation" or Rita's "Fireball." Using Overlimit will make it certain.

When achieved, Belius's decoys disappear. Defeating him becomes significantly easier, so actively aim to complete the mission.

No. 88 Fiertia Ship Adrift

(MAP) "Inner Sea ~ Guild Nest Dangrest (→P191)"

Sub-events

☐ Yuri's Down-Alley Life | Limited Time →P314
☐ Money Matters, Too →P314
☐ Fashionable Guild →P315

Crossing the Sea to Dangrest

When the fallen Velius transforms into the "Sacred Core Azure Orb," and you board the ship to deliver it to Don, Judith destroys the driving magil-device and flies away with Baul. Afterwards, if you speak with all the companions on deck and rest in your cabin, you will be able to sail; land on the beach west of Heliod and head for Dangrest. After staying at an inn, the party departs the next morning for the House of Vice, where Don is said to have gone.

Karol
U-uh... All right, then I'll go talk with everyone!

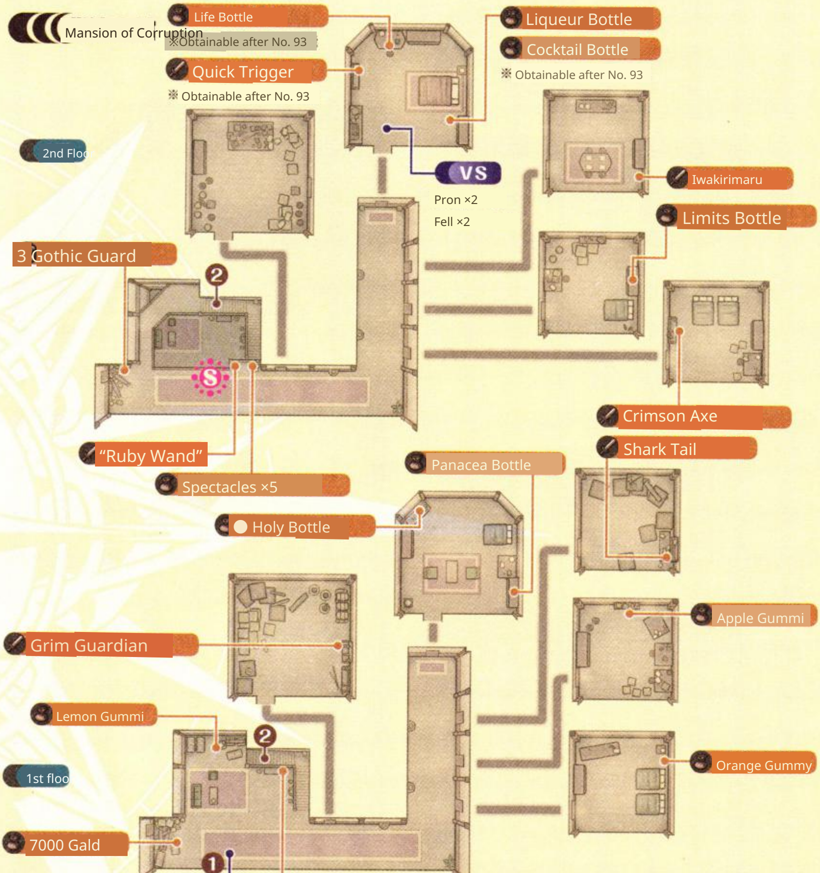
Leaving Karol behind to handle negotiations with the "Hall of Warriors", head to the House of Depravity located west of Dangrest.

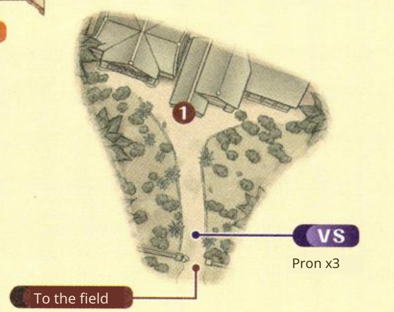
No. 89 ~ No. 92

SCENARIO

Old Hero Fallen Star

Mansion of Corruption


Life Bottle
※Obtainable after No. 93
Quick Trigger
※ Obtainable after No. 93
Liqueur Bottle
Cocktail Bottle
※ Obtainable after No. 93
2nd Floo
VS
Pron ×2
Fell ×2
Iwakirimaru
Limits Bottle
3 Gothic Guard
2
S
"Ruby Wand"
Spectacles ×5
Crimson Axe
Shark Tail
Panacea Bottle
Holy Bottle
Apple Gummi
Grim Guardian
Lemon Gummi
2
1st floo
Orange Gummy
7000 Gald
1
Gothic Plate
VS Pron x2
Fell x2


1
VS
Pron x3
To the field

(Monster Data)

Bron
Humanoid →P418

Drop Red-Eye Lens	30%
Drop Mysterious Cloth	25%
Drop: Spectacles	25%
Mysterious Cloth (不思議な布)	25%
–	

Fell
Humanoid →P418

Drop Red-Eye Lens	25%
Drop Mysterious Cloth	20%
Drop Steel Javelin	20%
Drop: Spectacles	25%
[Thief] Steel Javelin	25%

No. The Elder Hero

89 (MAP)

Mansion of Corruption

Don is inside the mansion

Upon arriving at the Mansion of Depravity, you witness a scene at the mansion entrance where Gosh and Drowatt are arguing with a Red-Eyed person. Eavesdropping on their conversation reveals that Don indeed seems to be inside the mansion. Afterwards, you run into another Red-Eyed person who appears before Yuri and the others, and a battle begins.

VS Pron ×3

• BOSS DATA

Pron →P418

HP 11250

Race: Humanoid AV

Size: Medium

tributes: Fire, Earth, Wind, Wate

Although there are few enemies, they frequently use long-reaching sliding attacks. If they act together, you're likely to take clustered damage, so set the tactic details to "Spread Out" and fight.

No. Mansion That Lures to Death

90 MAP

Mansion of Corruption

Make for the deepest part of the mansion

After driving back the Red Eyes and entering the mansion, you discover Don pointing a blade at Jaeger. There, Goss and Dorwat block their path and send the Red Eyes against Yuri and the others once more. After defeating the Red Eyes, collect the treasure chests in the mansion and then pursue Don and the others to the room at the back of the second floor.

VS Pron x2
Fell x2

• BOSS DATA

Pron →P418

HP 11250

Race: Humanoid AV

Size: Medium

Attribute: Fire, Earth, Wind, W

Fell →P418

HP 12890

Race: Humanoid AV

[Size: Medium

Attributes: Fire, Earth, Wind, Water, Light, Garden

Prioritize attacking Pair, who fires a crossbow from long range. Pron uses sliding and multi-hit claw attacks. When you are about to be surrounded by multiple enemies, brace your guard for a moment.

No. Corruption Showdown

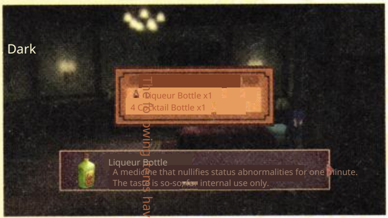
91 MAP

Mansion of Corruption

Chase Don and return to Dangrest again

In the rear room on the second floor, Don and Yeager face off. Don, having seen through the commotion in Nordpolica and identified the "Claw of the Sea Beast" behind it, broke the rules himself and challenged Yeager to a private duel. However, before a conclusion is reached, Yeager escapes. When Yuri gives Don the "Holy Core: Azure Orb," Don heads to Dangrest to prevent a clash between the Hall of Warriors and the Guild Union.

Pron and his group will attack again here, so after defeating them, pursue Don back to Dangrest.



Dark

The following items have been obtained

Liqueur Bottle x1

4 Cocktail Bottle x1

Liqueur Bottle

A medicine that nullifies status abnormalities for one minute. The taste is so-so. For internal use only.

The room at the very back of the second floor contains numerous items. These can be obtained starting from No.93 onward.

No. The Falling Great Star

92 MAP

Guild den Dangrest (→P191)

A Man's Resolution

At Dangrest, Karol tells you that Don has been acting strangely. When you go to the square, Don commits suicide on the spot, leaving the incident at Nordpolica with a bitter aftertaste. Afterwards, talk to Karol in front of the tavern "The Star Piercing the Heavens," Estelle near the inn, and Rita at the town exit to advance the story. Relying on the information obtained at the House of Vice, the party heads toward Mt. Temza.

ht Pavilion

Yuri

Don Whitehorse

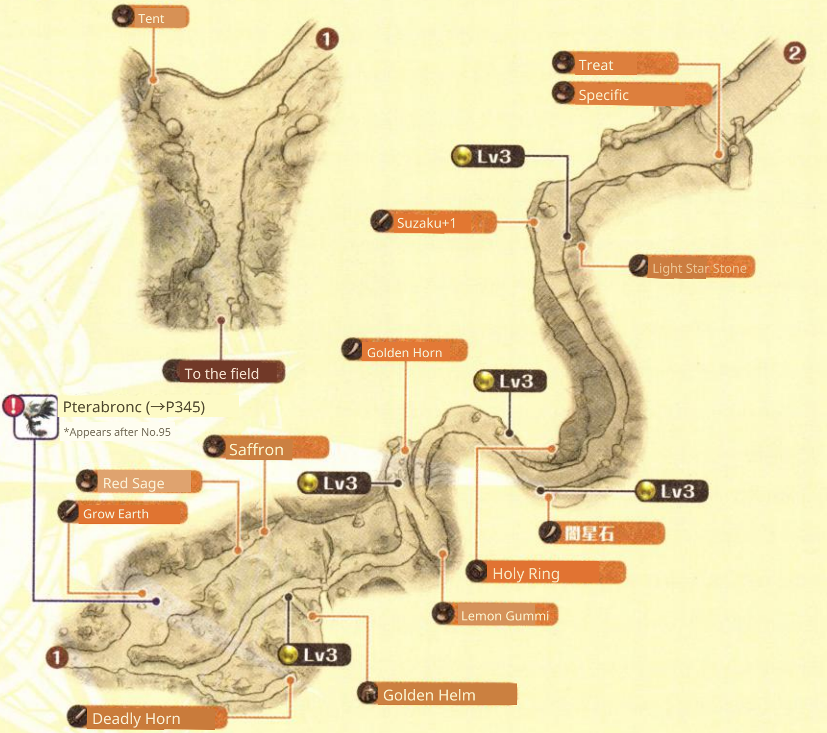
I won't forget your resolve either.

Yuri, who volunteered to be Don's executioner, engraves Don's resolve and what the guild must protect into his heart.

No. 93 ~ No. 95

Mountain inhabited by dragons ~ Birds that dwell in the desert

Temuza Mountain


Tent
①
②
Treat
Specific
Lv3
Suzaku+1
Light Star Stone
To the field
Golden Horn
Lv3
Pterabronc (→P345)
*Appears after No.95
Saffron
Red Sage
Grow Earth
Lv3
Lv3
闇星石
Holy Ring
Lemon Gummi
①
Lv3
Golden Helm
Deadly Horn

(Monster Data)

*Soja, Orju, Aiyu appear up to No.94; Warrior and Rabilab appear from No.96 onward

Soja
Humanoid →P416
AVV

Broken Dagger	25%
Fallen Demon Hunter's Sake	30%
Air Stone	25%
Fallen Potato	15%
Demon-Hunting Wine	25%

Orju
Huma →P417

Dropped: Mohster Bone	30%
Demon-Hunting Wine	25%
Fall Poison Bottle	20%
Air Stone	25%
Daikon (Japanese radish)	25%

Aiyu
Humanoid →P419

Fallen Grimoire Fragment	25%
Demon-Hunting Wine	25%
Drop: Seal Bottle	15%
Tribal Guard	20%
Tomato	25%

Didrices
Plant type →P446

Mori Sacred Tree	35%
Fallen Insect Wing	25%
Dez Factory Gold Sand	20%
Falling Vying Gummy	15%
Insect Wing	25%

Pandore
| Inorganic Type →P456

Drop Fake Box Fang	35%
Geo Stone	25%
Drop: Mochimochin Powder	15%
Geo Stone	15%
–	

Ononoo
Scale →P459

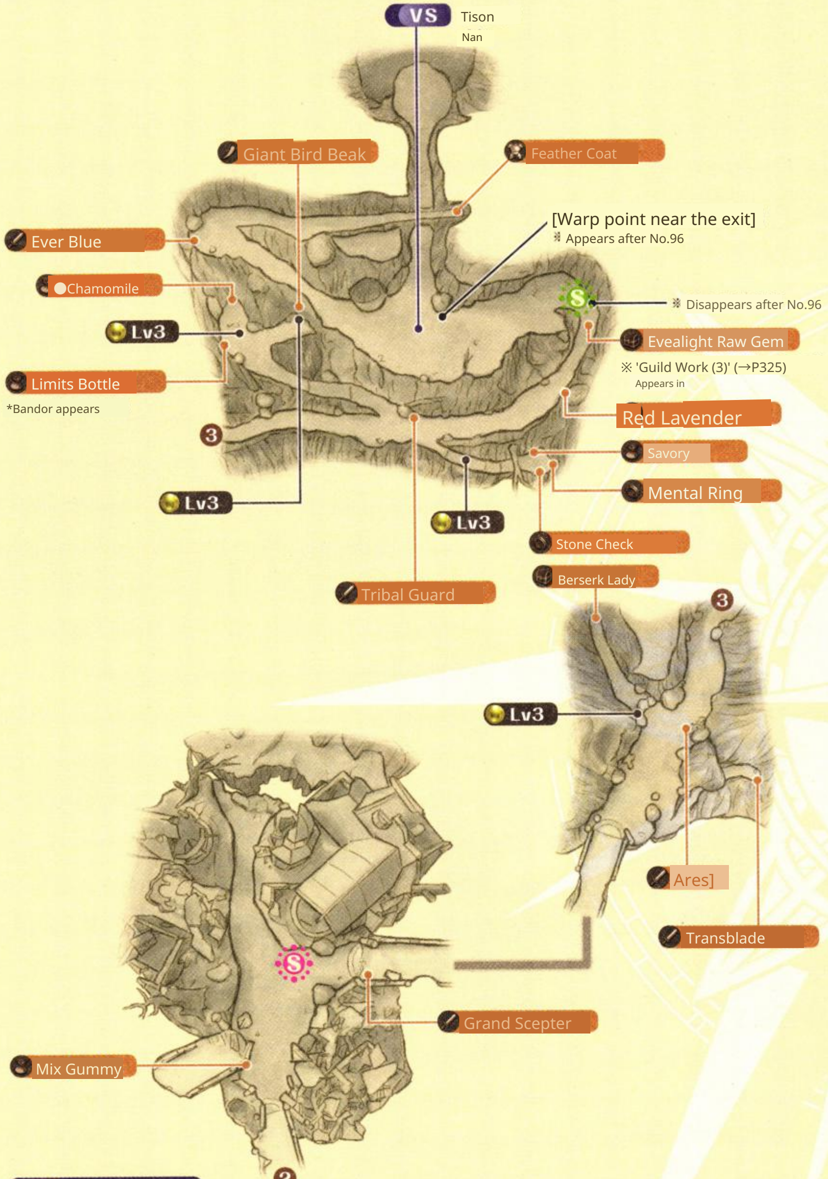
Dropped Hard Thorn	15%
Scaled Dragon Skin	20%
Drop: Desue Sand Gold	25%
Saba Dragon Skin	20%
–	

Heavy Bottom
Type →P459

Dragon Skin	25%
Dropped Hard Thorn	20%
Hard Thorn	20%
–	
–	

Warrior
Humanoid →P416

Dropped: Monster Bone	20%
Minister Power Jewel	25%
Nichiryoku-Tama	25%
–	
–	


VS Tison
Nan
Giant Bird Beak
Feather Coat
[Warp point near the exit]
※ Appears after No.96
Ever Blue
Chamomile
Lv3
※ Disappears after No.96
Evealight Raw Gem
※ 'Guild Work (3)' (→P325)
Appears in
Limits Bottle
*Bandor appears
Red Lavender
③
Savory
Mental Ring
Lv3
Lv3
Stone Check
Tribal Guard
Berserk Lady
③
Lv3
Ares]
Transblade
Grand Scepter
Mix Gummy
②

Ravilove
Bird type →P434

Drop Flying Rabbit Ears	25%
Drop Holy Bottle	20%
Fallen Carrot	15%
Flying Rabbit Feather Ears	15%
–	

No. 93 | Mountain Where Dragon (MAP)

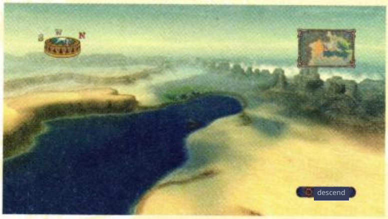
Temuza Mountain

Sub-events

☐Likes women (1)	Limited Time	→P316
☐Do your best, boy		→P316
☐Who will inherit it?	Limited Time	→P316
☐As a Leader	Limited Time	→P316
☐The Truth of the Ruins' Gate (1)	Limited Time	→P316

Landing from the Father Muzeri Mountain Range

From Dangkrest the scene automatically switches to the Fiertia ship, where everyone except Judith reunites on board. After that, the ship becomes controllable, so head south from Dangkrest. Mount Temza is located at the northern tip of the Desearl continent, which contains Mantike and the Cogol Desert. You land from the Father Muzeri Mountain Range, and if you travel north on foot you'll reach it quickly.



If you want to take the shortest route, land near Yormgen. You can also restock with Nordpolica or Mantike beforehand.

Harry
You won't catch up to Don like that forever!

Five sub-events will occur, but it is smoother to attempt them together from No.95 (→P237) onward.

Scars of the Human-Demon War

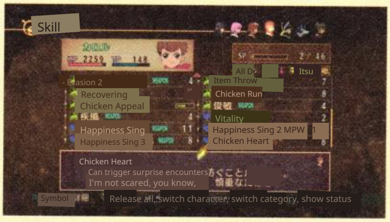
When Yuri and the others entered Mount Temza, they found many footprints indicating someone's presence. According to Raven, this mountain is the battlefield remains from the Human-Demon War ten years ago. Begin exploring toward the summit. As you approach the summit, humanoid enemies will appear, so adding Repede to the battle party makes exploration easier.

No. 94 Heading to the summit (MAP)

Temuza Mountain

Clash with the "Demon-Hunting Sword"

Mount Temza has narrow passages and is prone to surprise encounters. You should explore while preventing them using Karol's skill "Chicken Heart." You will reunite with Judith on the mountain's mid-slope, but she does not join the party here yet. If you follow her up to the summit, Typhon and Nan appear. Judith joins the party at this point, and you will have to fight them.



Chicken Heart
Can trigger surprise encounters
I'm not scared, you know,

"Chicken Heart" is Karol's sub-weapon, learnable from the "Absurdly Deep Bag"
It can be learned from the "Absurdly Deep Bag." It requires a high SP cost but has a

VS Tison
Nan

• BOSS DATA

テイ Son →P422
HP 71258
Race: Humanoid AV
Size: Medium
Attributes: Fire, Earth, Wind, Water, Light, Aura
ITEM Drop: Special Flag (100%) / Protect Ring (100%)
盗 Red Sage (10%)

Nan →P422
HP 57890
Race: Humanoid AV
Size: Medium
Attributes: Fire Earth, Wind Yuan
ITEM Drop: Resist Ring (100%)
Steal: Red Saffron (10%)

At the summit, form a party including Judith and fight Tison and Nan. Both use high-power Mystic Artes, so you should include multiple party members who can use healing spells and techniques. If possible, have Raven use "Love Needle" over 200 times beforehand. This allows instant healing of three people and will make the battle significantly easier. Once combat begins, focus attacks on the low-HP Nan to defeat him first. Nan frequently uses magic, so interrupting his casting is the opportunity to attack.

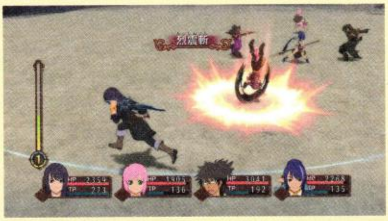
Secret Mission 13

• Secret Mission

Condition Attack to seize a downed state by targeting the openings after Tison's "Mizuryu Blade: 'Descending'" and after Nan's "Raging Quake Slash".

Reward Judith — Main Weapon: "Death Scythe"

If you land attacks during the openings of Tison's "Mizuryu Blade: 'Descending'" or Nan's "Raging Quake Slash", you can knock them down. If you take down both, the mission is accomplished. Instruct allies to use defensive-focused tactics like "Guard Body", and control the faster Yuri or Repede. Use free-run to bait attacks and then counterattack. Finish downed enemies with concentrated attacks and then focus on the remaining opponent.



The affected technique, if guarded, will trigger a guard break and cannot be countered. The key is to make it miss.

No. 95 Bird Dwelling in the Desert

((MAP))

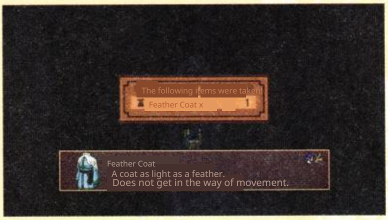
Temuza Mountain

Sub-events

☐ Ari Jigoku (2)	Limited time →P316
☐ Damnation®	Limited time →P317
Portrait of Ronan	Limited time →P317
☐ After Belius's Death	Limited time →P317
Roza Exhausting Slash	→P351
☐ The Ravaged Town	→P317
☐ Likes Women (2)	Limited-time →P317
☐ Meal-serving Game	→P318
☐ Guild Boss	Limited time →P318
☐ Guild Work (2)	Limited time →P319
☐ Monster Compendium (1)	→P319
☐ Brynhildr (2)	→P319
☐ Dragon Tamer Appears? (3)	→P319
☐ Let's Create a Signature Dish	→P320
☐ Warrior of Mourning (1)	→P320
☐ Grave Visit (2)	Limited Time →P320
☐ Hermes's Treatise	→P321
☐ The Truth of the Ruins' Gate (2)	Limited time →P321
☐ Sorcerer Ring Change (1)	→P321

Baul's Growth

After repelling Tison and Nan, and proceeding deeper from the summit plaza you find Judith's partner, the dragon Baul, lying there. The once-small Baul has grown into a gigantic progenitor lieutenant. Judith had been protecting Baul. After this, you will board the Fiertia (Fierutia) ship suspended by him and return to the field. On the Fiertia's deck, talk to the awake companions and finally speak with Judith. After a short rest, Judith begins to speak about the Hermes-type magic device.



The following items were taken!
Feather Coat x 1

Feather Coat
A coat as light as a feather.
Does not get in the way of movement.

Meeting Baul advances the story and moves you to the field.
Before that, be sure to collect the treasure chest near the mountain summit.

Increased freedom of movement with Baul

After clearing Mount Temza, you obtain the valuable item "Baul's Horn," which allows you to summon Baul on the field. Once you can summon Baul, you can instantly travel from the Library's world map to towns and dungeons. Since your range of action expands dramatically, try traveling the world while clearing sub-events.

Although some places are currently inaccessible, it is still possible to obtain the trophy "World Map Complete" (→P121).

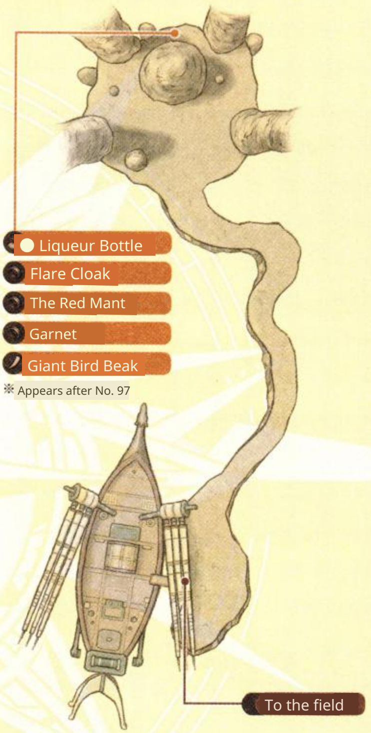
To the fellow

Once you can ride a Baul and take off, head for the Fellow rock formation rising in the center of the Kogol Desert Yes. The Fellow is inside the rock formation. Finally here, the mystery of Estelle's power will be unveiled.

No. 96 ~ No. 98 SCENARIO

The Truth of the Child of the Full Moon ~ The Accused Girl

(Fellow Rock Formation


Liqueur Bottle
Flare Cloak
The Red Mant
Garnet
Giant Bird Beak
To the field

※ Appears after No. 97

No. 96 The truth of the Child of the Full Moon

((MAP)) Fellow's Rocky Area

The Truth Told by Fellow

Deeper into the rocky area they meet Fellow, who reveals the true nature of Estelle's power. He explains that every time she uses healing magic a tremendous amount of aer is consumed, and that this is causing disturbance in the world. Therefore, Judith promises Fellow that if she cannot find a solution she will kill Estelle. To look for a way to suppress Estelle's power, the party heads to Aspio.

No. 97 Krytia, the Guide

((MAP)) Academic Closed City Aspio (→P164)

Get Thout to reveal the location of the bell

When you arrive in Aspio, make Judith the party leader and talk to the Critia tribe member Toth in the town square. He says that to go to the Critia tribe's homeland, Mylzo, you need a bell hidden in a cave on the eastern part of the Hypionia Continent. After this, go to Rita's hut, and once the companions other than Patty have rejoined, head to the square.

Even if you know
I don't think telling anyone other than the Critia tribe would do any good.

If you make anyone other than Judith the party leader and talk to Toto, you still ca
Even if you make anyone other than Judith the party leader and speak to Toto, you

No. 98 The Accused Girl

((MAP)) Academic Closed City Aspio (→P164)

Bad Rumors Following Patty

If you speak to Patty in the plaza, members of the "Gate of the Ruins" who heard about the "Lovely Star" will get involved. After dealing with them, leave the town and head east to the Hyponia Continent.

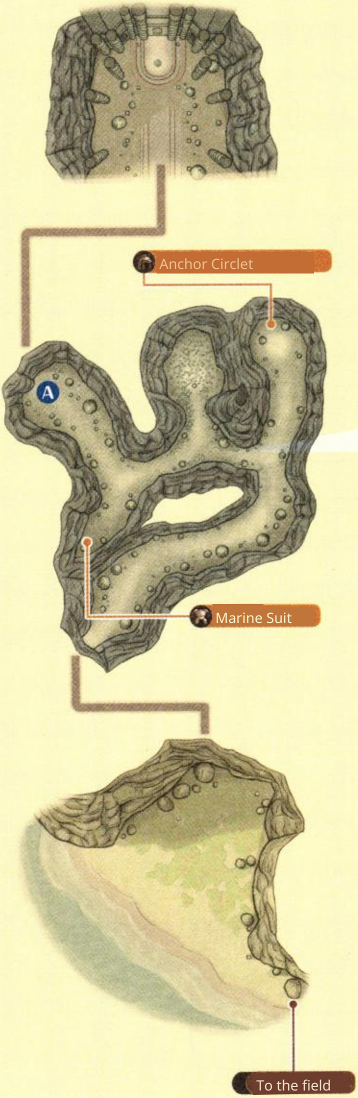
リタ
Which of us is really losing dignity?

Men who heard Ifrit's name spew vulgar insults at Patty, but Yuri and the others put a stop to it with a stern rebuke.

No. 99

Tomb Deep Inside the Cave

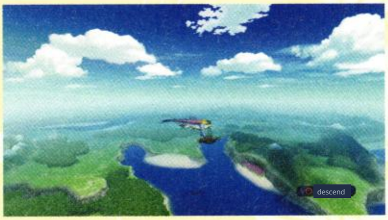
Renansura Rock Void



No. The Tomb Deep Inside the Cave
99 MAP
Renansura Rock Void

A secret cave along the coast

The cave that Toth told Aspio about is located on the eastern shore of the Hipionia continent, where red flowers bloom. The shoreline is narrow and Baul cannot land, so you should first descend onto the sea and then approach by boat. Upon landing, Judith notices air flowing from deep within the rock, and Rita uses magic to break the rock. This allows entry into the Renansra Rock Hollow.



The cave is located on this shoreline where red flowers bloom. Refer to the Town & Dungeon List (→P126) to search for it.

Obtain the bell in the deepest part of the cave

No monsters appear inside the cave. Patty and Repede temporarily leave the party along the way, but if you continue, you can obtain the “Myolzo’s Marker” beyond the door. If you return the way you came and talk to Patty, what needs to be done here is finished. When you exit from the shoreline back onto the field, you can board the ship and head to Egoso Forest.

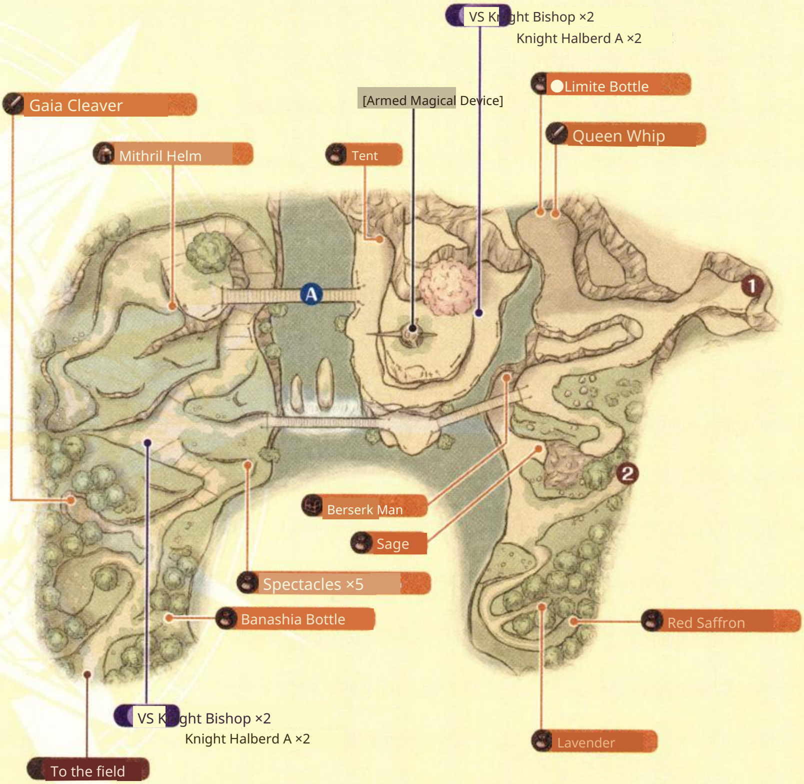
So, Aifred
is the person who... this is
his grave... right?

The tombstone in the cave belongs to a victim of the “Black Hope Incident” Mourner. Seeing it, Patty is deeply shocked.

SCENARIO No. 100 ~ No. 102

The forest hailed as a sacred place ~ The mysterious shadow covering the sky

Egosaw Forest


VS Knight Bishop ×2
Knight Halberd A ×2
[Armed Magical Device]
Limite Bottle
Queen Whip
Gaia Cleaver
Mithril Helm
Tent
A
1
2
Berserk Man
Sage
Spectacles ×5
Banashia Bottle
Red Saffron
VS Knight Bishop ×2
Knight Halberd A ×2
To the field
Lavender

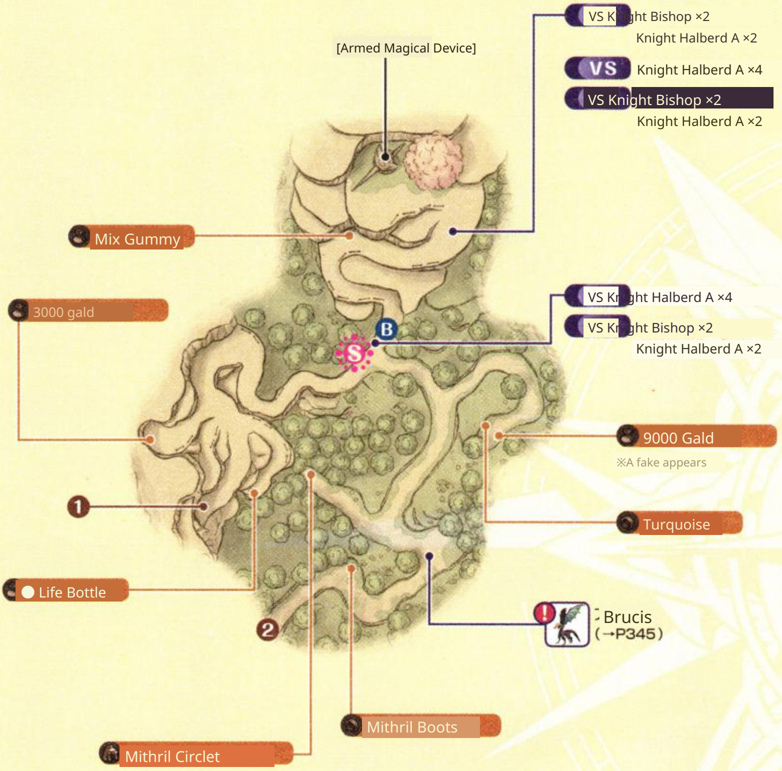
(Monster Data)

Niwa Niwa	Bird-type →P437
Drop: Piyopiyo Egg	25%
Drop: Medium Bird Feathe	15%
Drop: Air Stone	15%
Dropped: Egg	15%
Lemon Gummi	20%

Piyopiyo	Bird-type →P437
Drop: Soft Tail	20%
Drop: Hibionia Coral	25%
Drop: Air Stone	25%
Air Stone	20%
–	

Prinikoge	[Plant Type →P445
Drop: Petit-Puri Leaf	30%
Eye: Cotton Fluff	25%
Drop Weak Bottle	15%
Drop: Geo Stone	25%
Puchi Puri Leaf	25%

Insect Plant	Plant-t →P446
Strong, Robust Vine	35%
Rin: Cotton Fluff	20%
Drop: Medical Herb	15%
Drop: Chinese Cabbage	15%
Sturdy Vine	25%



[Armed Magical Device]

VS K ght Bishop ×2
Knight Halberd A ×2

VS Knight Halberd A ×4

VS Knight Bishop ×2
Knight Halberd A ×2

Mix Gummy

3000 gald

VS Kr ght Halberd A ×4

VS Kr ght Bishop ×2
Knight Halberd A ×2

9000 Gald
※A fake appears

Turquoise

1

Life Bottle

2

Brucis
(→P345)

Mithril Boots

Mithril Circlet

※Negunezu appears from No.131 onward

Granagito	Insect type	→P454
Drop from the underworld		25%
Falling Sharp Blade		15%
Drop: Geo Stone		35%
Geo Stone		15%
–		

Fake	"Inorganic Type	→P456
Drop Fake Box Fang		35%
Drop: Mochimochin Powder		15%
Banashia Bottle		15%
–		
–		

Negunezu	[Plant type A	→P448
Drop: Mandrake Eye		25%
Drop: Piyopiyo Egg		30%
Drop: Soft Tail		15%
Dropped: Egg		15%
Soft Tail		10%

No. The Forest Hailed as a Sanctuary

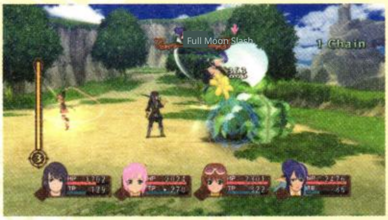
100

((MAP))

Egosaw Forest

Stop the armed magitec devices!

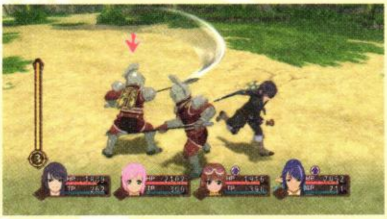
In the Egozo Forest, the Royal Guard has brought in two armed magitec devices. The objective is to approach and stop them, but as you progress through exploration you will encounter battles with the Royal Guard a total of seven times across four locations, so it's a good idea to note their positions on the map. First, cross the bridge at A and aim to stop the first armed magitec device.



The enemies along the way are mainly plant types vulnerable to blue Fatal Strike and bird and insect types vulnerable to red Fatal Strike.

Guards appearing one after another

In the fights against the guards, you will face a Knight Bishop and a Knight Halberd A. The troublesome part is the two consecutive battles that occur. The second battle will be fought with reserve members, so arrange your party to avoid unbalanced strength. Make sure to properly assign artes and skills to the fifth character, who will be the player-controlled character.



Prioritize defeating the Knight Bishop who uses artes. Evade the Knight Halberd A's attacks with free-run and counterattack.

• MONSTER DATA

The Night Bishop →P418

HP 10002 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Garden

Night Halberd A → P41

HP 13600 Race: Humanoid AV

Size: Medium tributes: Fire Map Medical Rec

No. The Joy of Being Recognized

101

((MAP))

Egosaw Forest

Stop the second mechanism after obtaining the treasure chest

Proceeding past B leads to the second weapon magus device. If you win the three consecutive battles against the guards here, you will clear the area, but before that, turn right at the branching point with the memory art and obtain the treasure chest. Note that Rita cannot participate in combat from the second battle onward.

The Gigant Monster Brucis (p.345) is difficult to defeat at this point. You should be at least level 50.

No. The Mysterious Shadow Covering the Sky

102

((MAP))

Egosaw Forest

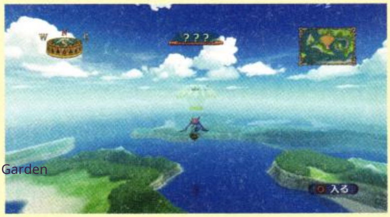
Sub-events

☐ Storeroom Sorting (Myorso) →P349

☐ Fragment of Memory (1) →P321

Myolso finally revealed

When the two weapon magic devices are stopped, the knight corps withdraws. Then, when Judith rings the "Myolzo Signpost," a giant jellyfish appears in the sky. Myolzo is a town enveloped by this gigantic progenitor's subordinate leader. Let's ride a Baul and visit it right away. Note that Myolzo moves through the air, so its position is constantly changing. If you can't find the location, display the full Navi Map to check.

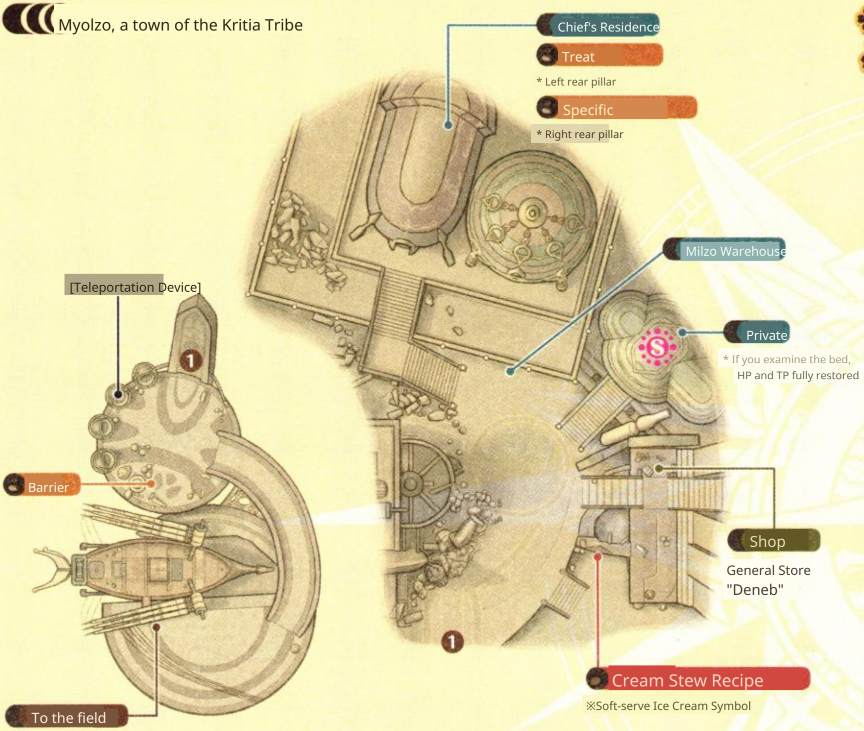


After the event, you will be riding a Baul. Myolzo is right in front of you, so proceed straight ahead.

No. 103 ~ No. 105

The town where hermits gather ~ The two who disappeared

Myolzo, a town of the Kritia Tribe


Chief's Residence
Treat
* Left rear pillar
Specific
* Right rear pillar
Milzo Warehouse
Private
* If you examine the bed, HP and TP fully restored
[Teleportation Device]
1
Barrier
S
1
Shop
General Store "Deneb"
Cream Stew Recipe
※Soft-serve Ice Cream Symbol
To the field

Shop Data

General Store "Deneb"

Category	Product Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500

Category	Product Name	Price
Items	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
	Simple Tent	250
	Tent	500
Weapons	Shadow Fang	9300
	Mithril Sword	9650
	Gaia Cleaver	9000
	Queen Whip	8700
	Dark Crystal	8800
	Tribal Guard	7000
	Iwakirimaru	6900
	Flamers	8500
Head	Mithril Helm	2700

Category	Product Name	Price
Head	Mithril Circlet	2400
	Hunting Beret	1900
Body	Mithril Plate	7200
	Mithril Guard	7800
	Mithril Cloak	7000
	Mithril Parts	6700
装飾	Wind Mantle	3000
	Earthmant	3400
	Resist Ring	6000
	Protect Ring	6000
	Mithril Boots	3000
	Diamond	10000
	Amethyst	10000
Ingredients	Beef	100
	Chicken	80

Category	Product Name	Price
Ingredient	Bork	80
	Carrot	40
	Onion	30
	Daikon (Japanese radish)	40
	Shiitake (shiitake mushroom)	50
	Potato	30
	Chinese cabbage (hakusai)	40
	Rice	80
	Bread	80
	Mochimocchin Powder	50
	Egg	20
	Milk	20
	Tofu	20

No. The Town Where Recluses Gather

103 (MAP)

The Kryttia tribe town Myoruso

Let's head to the elder's house

At the entrance to Myorzo Town, Yuri and the others are greeted by the townspeople. In the center of the town many magitechs have been discarded, and there the elder of Myorzo informs them that magi-cores are created by crushing holy cores. After that, go to the elder's residence to hear more detailed traditions.

Judith
This town threw away magitechs
What remains here are all
ancient junk

The Mjorzo people, who invented the magic devices in ancient times, chose to abandon those devices and live without them.

Make good use of the free resting place

Entering the elder's mansion advances the story, but the town has shops, so it's good to check their selection. In the house at the upper right, examine the bed to stay for free here. There is also a red Memory Arte here.

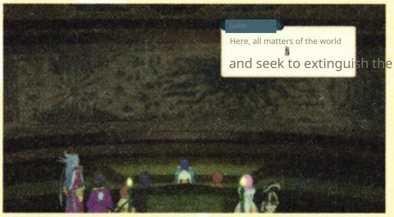
No. Bringer of Calamity

104 ((MAP))

The Kryttia tribe town Myoruso

The Moonchild of Legend

After hearing the legend at the elder's mansion, Estelle is shocked by the destiny awaiting her. To sort out the conversation, she should go to a nearby house for the time being. Then Raven leaves some words of resignation and departs to somewhere.


Judith
Here, all matters of the world
unite as one to challenge the devouring,
and seek to extinguish the accursed power

The legend Judith read aloud. It depicted the Star-Eater, a calamity born from the disturbance of the aether.

No. The two who disappeared

105 ((MAP))

The Kryttia tribe town Myoruso

Sub-events

☐ Founder's Chief Servant ■Limited time P321

Estelle and Raven are absent for an extended period

After Estelle and Raven disappear, Yuri and the others hear a roaring noise from outside while at a private home. When they go to check the scene at the town entrance, they find a magitech transporter with a magi-core fitted and signs that someone has gone outside. From then on, Estelle does not rejoin the party until No.125 (→P266), and Raven does not rejoin until No.110 (→P255). In the meantime, it is good to leave healing duties in battle to Karol.

Mirita
……… is equipped

At the same time Estelle and Raven disappear, the teleportation device starts moving again. Where they have gone……

Following the light that fell on Jormgen

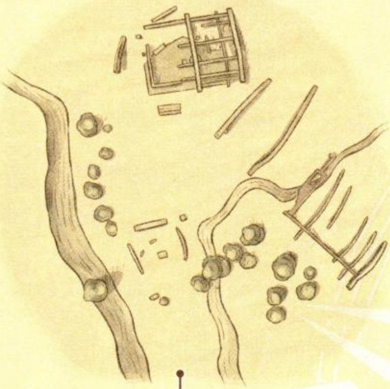
After seeing the teleportation magic device with the magic core embedded, return to the town for the time being and search for Estelle and the others. When you go out of town again, Myorzō's master will inform you that the teleportation magic device is headed toward Yohrmgen. After finishing communication with Myorzō's master, you will be able to travel from Baul, and Judith's title "Guardian of Truth" can be obtained. After this, Yuri and the others will head to Yohrmgen, located west of Myorzō, but before that, be sure to check the time-limited subevent "Ancestor's Chief Servant" (→P321).

Rave
The dead have neither convictions nor resolve...

Raven's memories resurface in Yuri's mind. Is he somehow connected to Estelle's disappearance?

"The Captain of the Knights' Confession

The Ancient Tomb Village Yohrmgen (Truth)



No. 106 The Knight Captain's Confession

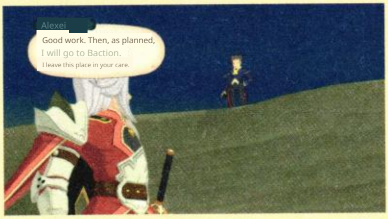
MAP Yormgen, Village of Ancient Admiration (Truth)

Sub-events

☐ On Chivalry →P322

The Real Mastermind

At Yormgen, who revealed his true form, the party discovers the Duke. When he mounts the monster in Cadus's throat and flies away, Alexei appears. It is here that it becomes clear that this man is the mastermind behind all the incidents.

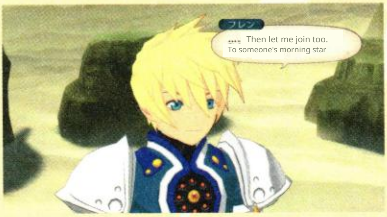


Alexei
Good work. Then, as planned,
I will go to Baction.
I leave this place in your care.

Following Yuri and the others, Flynn's unit also arrives. Alexei entrusts their cleanup to Jaeger and departs.

Chase Alexei!

According to Jaeger, Estelle is supposed to be where Alexei headed. After Jaeger leaves and Yuri is acting alone, speak to Flynn who is standing in the ruined town. There Yuri harshly questions Flynn for failing to see through Alexei's true nature despite being close to him. Flynn entrusts his squad to his aide Sodia to rescue Estelle and temporarily joins Yuri's party. Head out to the field and go to the BACTION Temple.



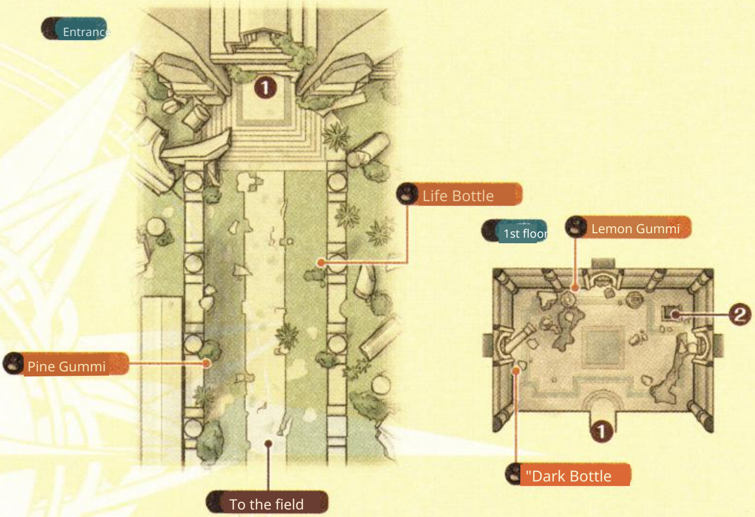
フレン
…… Then let me join too.
To someone's morning star

Flynn joins the party with the justice he believes in. He also serves as the healer while Estelle is absent.

No. 107 ~ No. 109

Monsters vs. Mobile Fortress ~ The Death of the Knight Captain

Forgotten Temple Baktion



(Monster Data))

※Humanoid monsters appear up to No.108; Superstar G appears from No.131 onward

Knight Warrior
Humanoid →P413
▲ ▶ ▼

Fallen Knight's Spring	25%
Oxen-rivet Handle	20%
Apple Gummy Drop	25%
盗 Iron Hilt	25%
–	

Knight Fencer S
Humanoid →P413
▲ ▶ ▼

Drop: Holy Deep Water of Knight	30%
Oxen-rivet Handle	30%
Orange Gummy Drop	15%
Drop: Mochimochin Powder	15%
盗 Geo Stone	25%

|Knight Halberd A
Huma →P414
▲ ▶ ▼

Drop: Holy Deep Water of Knight	15%
Drop: Iron Spearhead	25%
Dropped Lemon Gummy	10%
Drop Knight Sword	20%
盗 Iron Tip	25%

Knight Lancer S
Humanoid →P414
AVV

Drop: Holy Deep Water of Knight	25%
落 Iron Tip	25%
Drop: Mixed Gummy	25%
Dropped: Egg	15%
盗 Life Bottle	25%

The Night Bishop
Humanoid →P418
▲ ▶ ▼

Fallen Grimoire Fragment	15%
Falling Knight's Spring	20%
Orange Gummy Drop	15%
盗 Magical Tome Fragment	20%
–	

Usausa
獣 Type →P427
▶

Drop Rabbit Ears	25%
Drop Rabbit Fur	15%
Drop: Hibionia Coral	15%
Fallen Carrot	15%
盗 Rabbit Ear	20%

Ravio
Beast Type →P430
▶

Drop Rabbit Fur	20%
Falling Sharp Blade	15%
Drop: Air Stone	25%
落 Carrot	15%
盗 Air Stone	15%

Uniceross
Beast Type →P430
▶

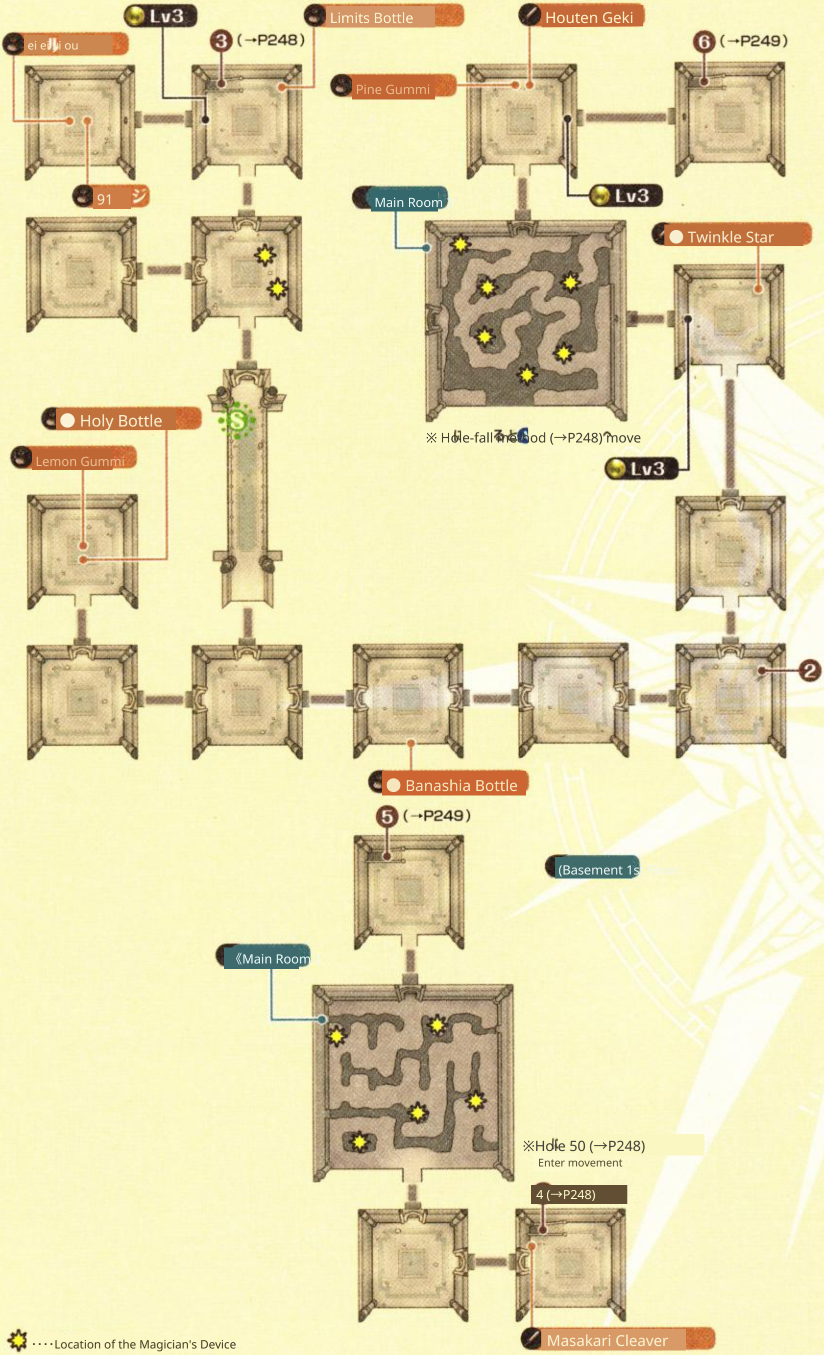
Falling Mane	20%
落 蹄	25%
The Fallen Holy Horn	30%
盗 Vine Gummy	15%
–	

Gyungyung
Bird-type →P435
▼

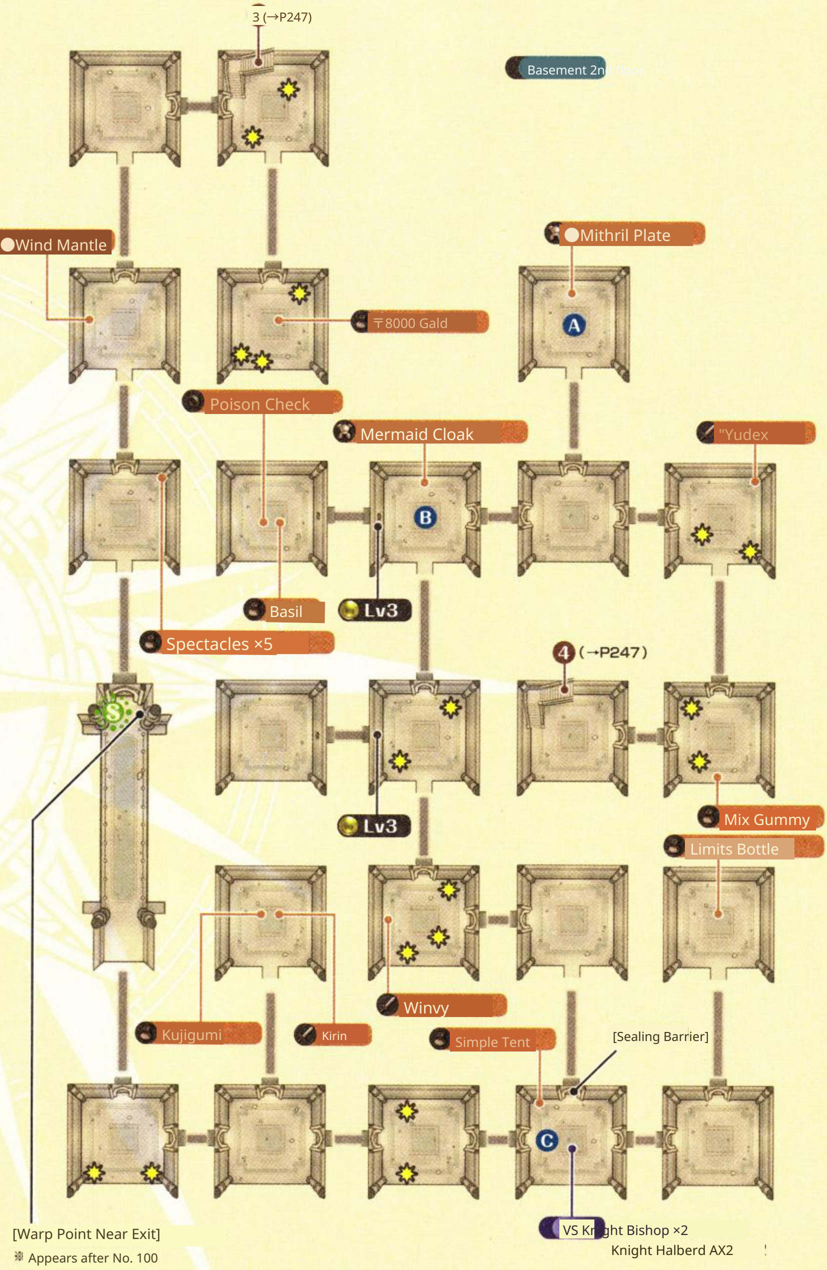
Drop Small Bird Feather	25%
Falling Chicken	15%
盗 Small Bird Feather	25%
–	
–	

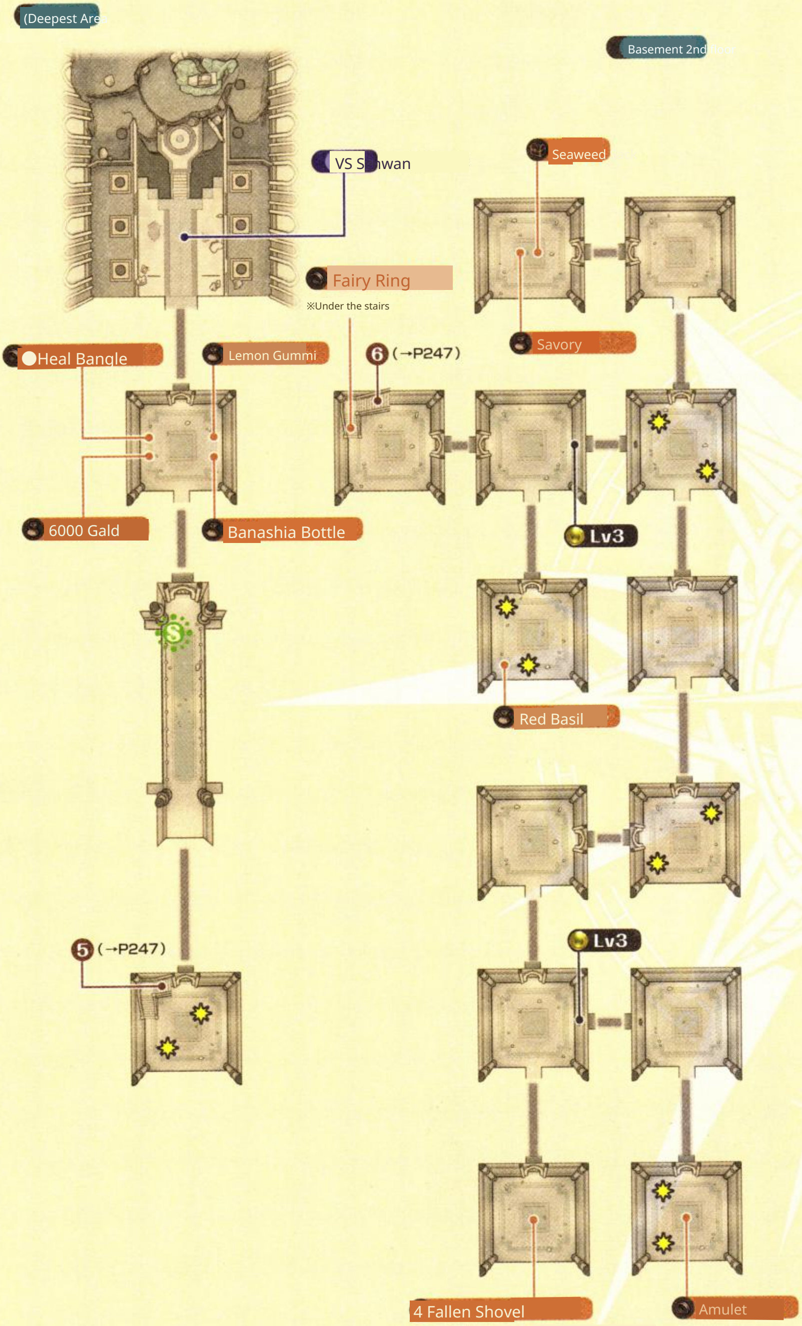
Superstar G
| Magical beast type →P442
▶

Summon Green Star Stone	10%
The Fallen Cucumber	15%
盗 Lemon Gummi	10%
–	
–	


ei eiyi ou
Lv3
3 (→P248)
Limits Bottle
Houten Geki
6 (→P249)
Pine Gummi
91 ジ
Main Room
Lv3
Twinkle Star
S
※ Hole-fall method (→P248) move
Lv3
Holy Bottle
Lemon Gummi
2
Banashia Bottle
5 (→P249)
(Basement 1st Floor
《Main Room
※Hole 50 (→P248)
Enter movement
4 (→P248)
Masakari Cleaver

✸ · · · ·Location of the Magician's Device


3 (→P247)
Basement 2nd Floor
Wind Mantle
Mithril Plate
〒8000 Gald
A
Poison Check
Mermaid Cloak
"Yudex
B
Basil
Lv3
Spectacles ×5
4 (→P247)
S
Lv3
Mix Gummy
Limits Bottle
Winvy
Kujigumi
Kirin
Simple Tent
[Sealing Barrier]
C
VS Knight Bishop ×2
Knight Halberd AX2
[Warp Point Near Exit]
※ Appears after No. 100


(Deepest Area
Basement 2nd floor
VS Schwan
Seaweed
Fairy Ring
Heal Bangle
Lemon Gummi
⑥ (→P247)
Savory
6000 Gald
Banashia Bottle
Lv3
Red Basil
⑤ (→P247)
Lv3
4 Fallen Shovel
Amulet

※Under the stairs

※ Appears in "Guild Job (5)" (→P325)

No. 107 Monsters vs. Mobile Fortress

(MAP)
Hibionia Continent

The Crisis of Astal, the Primeval's Enforcer

When approaching Bakution from the field, the scene automatically changes. The knights deploy the mobile fortress Hercules and attempt to drive Astal, the Primeval's Enforcer, into the interior of Bakution. Yuri and the others, having infiltrated Bakution, discover Alexei and the captive Estelle at the entrance. After obtaining the treasure chests scattered nearby, proceed deeper into the temple interior.

ユーリ
Descend from a slight distance and then approach

The event that triggers upon entering Bakution slightly varies depending on whether you approach by Baul or on foot.

No. 108 • The Abode of the Sublime

(MAP)
Forgotten Temple Baktion

Sub-events

☐Need a Lantern   Limited time →P322

Proceed using the mini-map as a guide

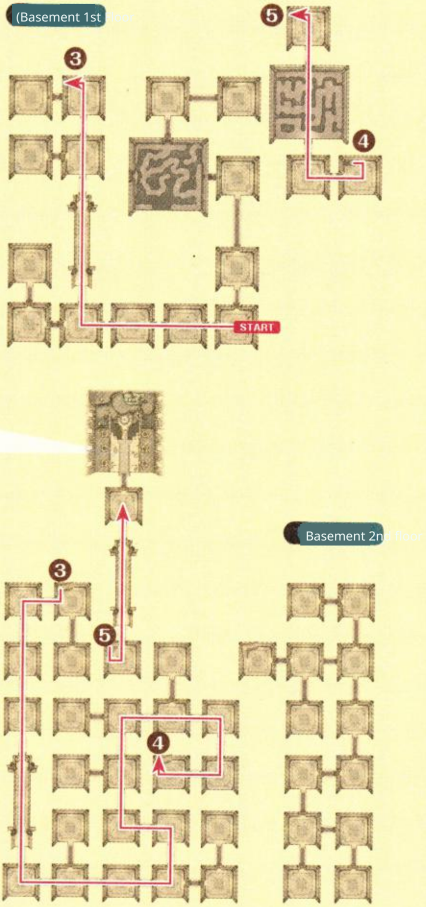
The interior of Baktion is made up of many small rooms. On the 1st floor proceed to 2, and on B1 move to other small rooms to enable mapping. Explore while checking the mini-map displayed at the top right of the screen. Note that the magitech devices placed around will illuminate the surroundings for a set time when shot with the Sorcerer's Ring. They're useful in large rooms.

To break the crumbling wall you need a Sorcerer's Ring of Lv3 or higher. You can proceed after No.126 (→P266).

Structure of Bakution Temple

Inside Bakution, progress by moving between Basement 1 and Basement 2 while aiming for the deepest area where Alexei is located. The shortest route to reach the deepest area is as follows. However, there are many items in other small rooms as well, so it is recommended to open treasure chests while advancing.

Bakution Temple Shortest Route Map



Sealed Barrier Door

If you go down to B2 and advance, Alexei's guard squad protecting a door sealed by a barrier will attack. The battle starts immediately, so it's best to complete your preparations before entering this small room.

VS Knight Bishop ×2

Knight Halberd A ×2

• BOSS DATA

Night Bishop →P418

HP10002 Race Humanoid AV

Size Medium Attribute Fire Earth Wind AV

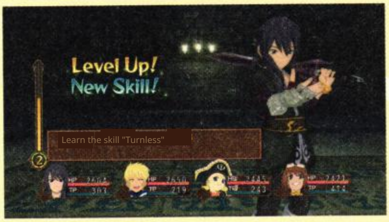
Knight Halberd A →P41

HP 13600 Race: Humanoid AV

Size Medium Attribute Fire Earth Wind Water Light Garden Use "Wind Cutter" and "First Aid". Focus attacks on the Knight Bishops and defeat them quickly. Estelle and Raven are not available for healing, so always pay attention to allies' HP.

The Power of the "Aerial Testament"

After defeating the Knight Bishops, the party becomes trapped by a sealing barrier. Duke then appears and Yuri receives the "Aerial Testament." Use the sword's power to break the barrier and proceed deeper.



Learn the skill "Turnless"

"The Heavenly Ordinance" will disappear if you progress to No.130 (→P274). Be sure to learn the skill before that happens.

After falling three times in Large Room 1, you obtain the "Magic Lantern." The magic device in Large Room 1 will thereafter remain

Confrontation with Schwein

Although you catch up to Alexei and Estelle in the deepest part of Baktion, they escape again... Schwein, also known as Raven, appears before Yuri and the others as they pursue and challenges them to battle.

VS Schwan

• BOSS DATA

Schwann →P424

HP 148000 Race: Humanoid AV

Size Medium Attribute Fire Earth Country Light

ITEM Drop Force Ring (100%)
None

Schvahn's attacks are powerful but mostly linear. Evade with freerun and capitalize with combos. Schvahn also uses magic like "Inverno", but he tries to create distance during casting, so pursue and attack him. If hit by the "Time-Thread Explosion Bell" that triggers an explosion after a set time, guard to reduce the blast damage.

Secret Mission 14

Secret Mission

Condition	After Schwarz activates his Mystic Arte, seize the moment while he is clutching his chest to attack and take him down
Reward	Accessory "Imperial Majesty"

When Schwarz's HP falls to half or below, he will unleash a Mystic Arte during Over Limit. To complete the secret mission, set "Recovering" on the controlled character so they immediately get up and exploit Schwarz's opening. Multi-hit arts/techniques like "Claw Wyvern Combo Slash" are recommended.

Schwein's secret artes are extremely powerful. During Over Limit, run around to avoid taking heavy damage.

No. Death of the Knight Captain

109 (MAP)

Forgotten Temple Baktion

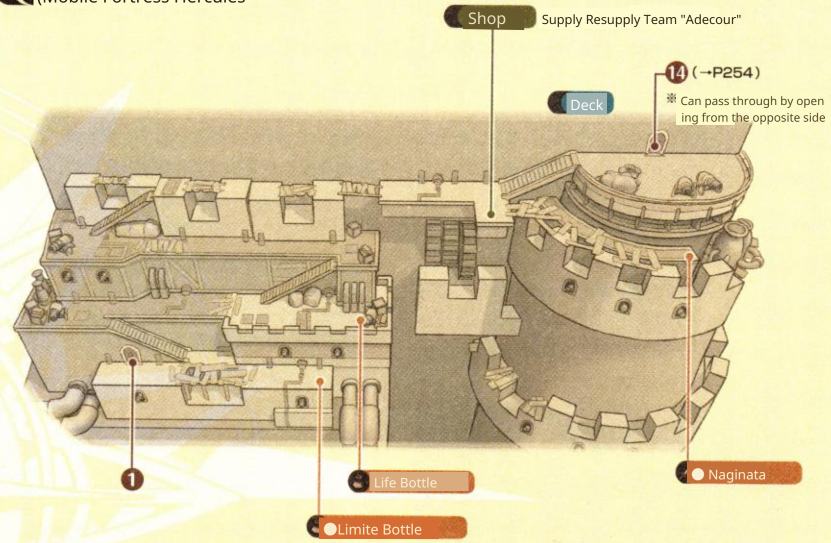
Stop the Hercules!

After repelling Schwein, the deepest part of Baktion collapses, but Yuri and the others narrowly escape. The scene then shifts to Baul, so head for the Hercules to follow Alexei and the others.

No. 110 ~ No. 112

The Knight Captain heads to the mobile fortress ~ mobile fortress stops

(Mobile Fortress Hercules


Shop
Supply Resupply Team "Adecour"
Deck
⑭ (→P254)
※ Can pass through by opening from the opposite side
①
Life Bottle
●Limite Bottle
● Naginata

(Monster Data)

Knight Halberd A
Humanoid →P414
AAV

Drop: Holy Deep Water of Knight	15%
Drop: Iron Spearhead	25%
Dropped Lemon Gummy	10%
Drop Knight Sword	20%
盗 Iron Tip	25%

Knight Bishop
Humanoid →P418

Magical Tome Fragment	15%
Falling Knight's Spring	20%
Orange Gummy Drop	15%
盗 Magical Tome Fragment	20%
–	

Ian Raptor
Avian →P434
V

Sharp, pointed beak	25%
Drop: Medium Bird Feather	20%
盗 Pointed Beak	25%
–	
–	

Kapiola
"Inorganic Type →P456

Drop Fake Box Fang	35%
Falling Navi Metal	25%
盗 Panacea Bottle	15%
–	
–	

Murder
Inorganic Type →P456

Drop Iron Leg	30%
盗 Kujigumi	10%
–	
–	
–	

Blade Murder
Inorganic Type →P456

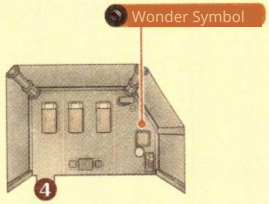
Drop Iron Leg	25%
Falling Sharp Blade	25%
Drop Pine Gummy	15%
盗 Iron Foot	15%
–	

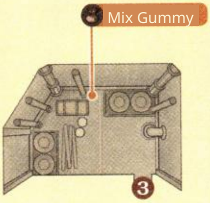
(shop data)

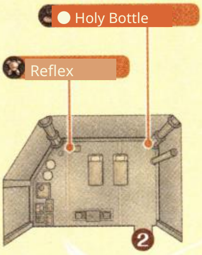
Supply Resupply Team "Adecour"

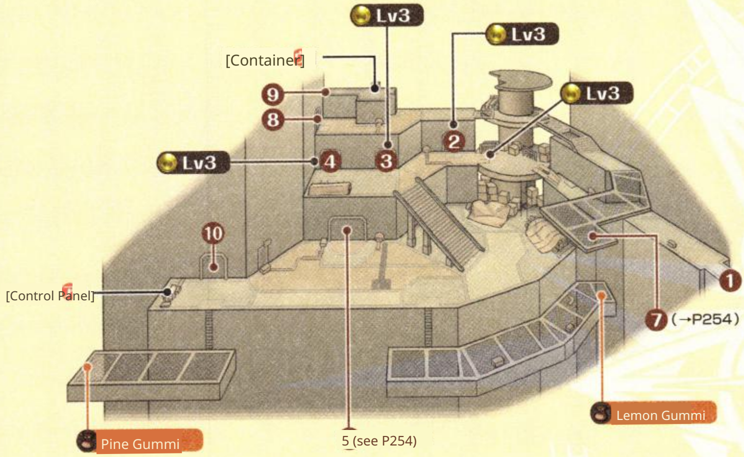
Category	Item Name	Price
道具	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100

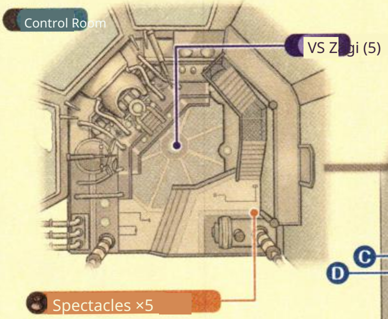
Category	Product Name	Price
Items	Simple Tent	250
	Tent	500
Food Ingredient	Beef	100
	Chicken	80
	Pork	80
	Tuna	80
	Scallop	60
	Squid	40
	Shrimp	40
	Lettuce	50
	Carrot	40
	Onion	30
	Daikon (Japanese radish)	40
	Shiitake (shiitake mushroom)	50
	Potato	30
	Rice	80
	Bread	80
	Mochimocchin Powder	50
	Egg	20

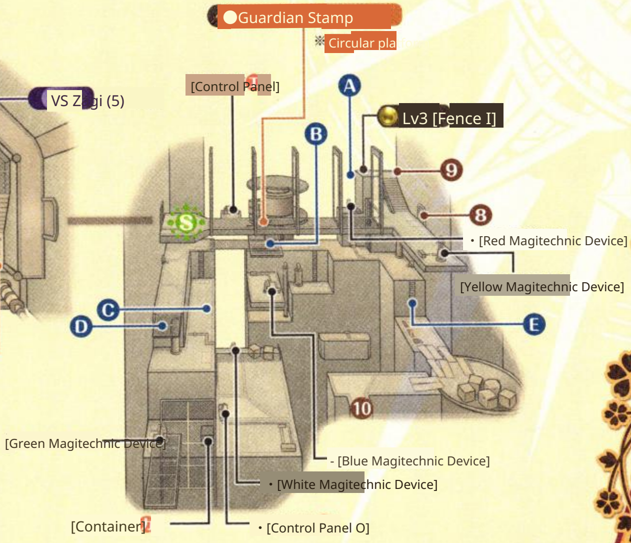

Wonder Symbol
4

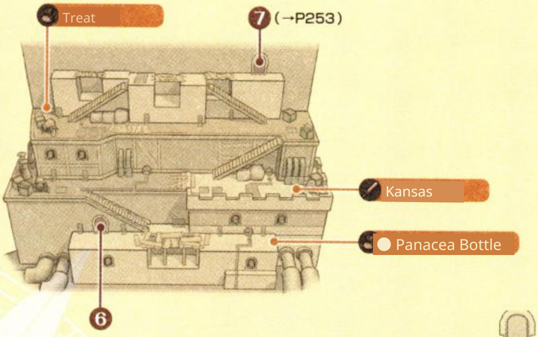

Mix Gummy
3

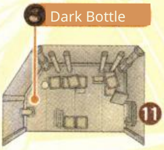

Holy Bottle
Reflex
2

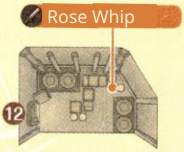

Lv3
[Container]
Lv3
Lv3
9
8
Lv3
4
3
2
10
[Control Panel]
1
7 (→P254)
Lemon Gummi
Pine Gummi
5 (see P254)

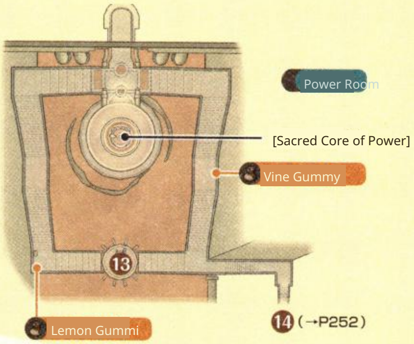

Control Room
VS Z gi (5)
Spectacles ×5

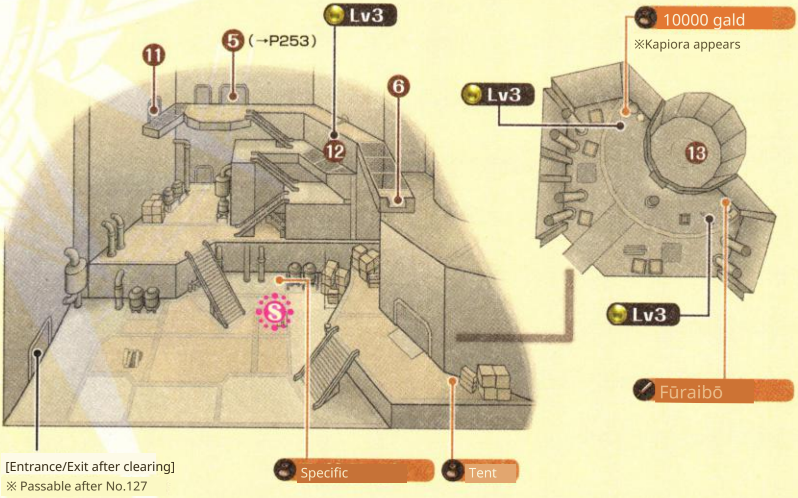

Guardian Stamp
※ Circular pla
[Control Panel]
A
B
Lv3 [Fence I]
9
8
S
・[Red Magitechnic Device]
[Yellow Magitechnic Device]
C
D
E
10
[Green Magitechnic Device]
- [Blue Magitechnic Device]
・[White Magitechnic Device]
[Container]
・[Control Panel O]


Treat
7 (→P253)
Kansas
● Panacea Bottle
6


Dark Bottle
11


Rose Whip
12


Power Room
[Sacred Core of Power]
Vine Gummy
13
Lemon Gummi
14 (→P252)


Lv3
5 (→P253)
11
6
12
S
[Entrance/Exit after clearing]
※ Passable after No.127
Specific
Tent
10000 gald
※Kapiora appears
Lv3
13
Lv3
Fūraibō

No. The knight commander is on the moving fortress

110 (MAP))

Moving fortress Hercules

Hercules northeast of Hipionia

When you approach the Hercules moving in the northeast of the Hipionia continent, a naval artillery battle begins between Sodia-led knight fleet and the Hercules, and the scene switches to the deck of the Hercules. However, once you infiltrate, you cannot leave until you clear it, so complete checks for sub-events and equipment upgrades in advance.

"Judith
Paul!!

Hercules is sailing toward Zaphias. If you approach by ship, additional events will occur on board.

Raven revived!?

Yuri and the others board the Hercules and there meet the Leblanc squad. Furthermore, Raven — who helped Yuri and the others during the collapse of Bactyon — appears with a nonchalant expression. He joins the party, and they head toward the control room.

The companions settle the matter with Raven in a manner fitting the "Gallant Morning Star". Here you obtain the title "The Old Man Has Returned".

Adecorr
"We to us,
the supplies we need
I will grant them to you~!

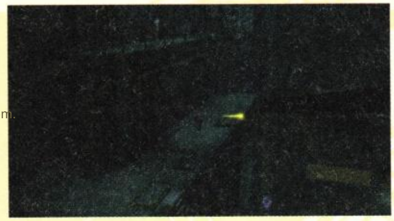
When you talk to Adecorr, you can buy and sell items and perform synthesis. Equipment cannot be purchased, but it serves as a useful exploration base.

A series of intricate contraptions await

To send Fren's squad in, you must first head for Hercules's control room. The path to the control room is blocked by barriers that can be removed by destroying the magic devices corresponding to their colors. The four magic devices (excluding yellow) are located apart, so drop containers onto the devices to destroy them. Once inside the fortress, proceed to the control room following the chart below. Most enemies appearing in Hercules are humanoid and inorganic types. Add Rapido, who is strong against humanoids, and Rita, who is strong against inorganic types, to your party, and use artes and skills freely. Upon reaching the control room, you'll face Zagi, who has been waiting for Yuri and the others.

Karol
The Sorcerer's Ring is shining.....

Enter ① and go upward to find a cluster of Ael. Approaching this will raise the Sorcerer's Ring to Lv3.



In steps 6 and 7, shoot the Sorcerer's Ring at the incoming containers. Make sure to time it correctly.

- Steps to the control room

1	Operate the [control panel]
2	Pass through 660 and head to 8
3	Hit the [yellow magitechnic device] with the Sor
4	it [] with the Sorcerer's Ring to break it
5	will go back and forth carrying them in the container and drop them into the [Red Mag
6	so, strike the container with the Sorcerer's Ring and drop it into the [Blue Magitechnic
7	so, strike the container with the Sorcerer's Ring and drop it into the [White Magitechn
8	Operate the control panel to unlock th
9	ove the control panel to raise the lift to the "upper level"
10	Ride the lift, carry the container to the left wall, and drop it onto the [Green Magidevice]
11	Head to the control

VS Zagi (5)

• BOSS DATA

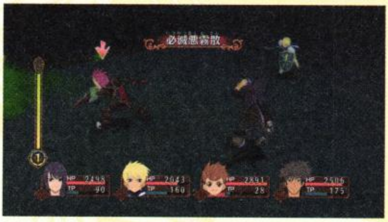
Zagi (5) →P421

HP 175000 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind

ITEM Drop: Dark Seal (100%)
盗 Red Sage (15%)

Zagi newly uses "Sky-Break Assault Shot: Collapse" and "Flash-Sky Impact Surge Blast". These are often chained from "Inscription Cross Slash" or "Life-Stealing Thunder Formation", so there are fewer openings to attack than in previous fights. Activate Over Limit and land Burst Arts. Also, when Zagi's HP falls below half, he becomes poisoned and starts unleashing the powerful "Doomed Evil Miasma". It's best to dodge this with free run and look for a counterattack.



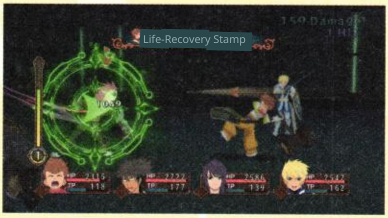
Characters hit by "Doom Miasma Dispersal" will be poisoned. It cannot be guarded against, so avoid it by freelancing (free run).

Secret Mission 15

• Secret Mission

Condition Accessory "Poison Check" which heals Carol with "Reviving Recovery Stamp" after
Reward Zagi uses "Poison Perfume"

Carol is essential to complete this secret mission. Add her to the party before fighting Zagi. When Zagi is coated in poison, use "Reviving Recovery Stamp" near Zagi to complete it. If you are not controlling Carol, use the controlled character to heal someone near Zagi.



When controlling Karol, you cannot select the recovery target of the "Life-Recovery Stamp." Move yourself closer to Zagi.

Jaeger's Assistance

The control panel was destroyed by Zagi, causing Hercles to go berserk. Yuri, saved from danger by Jaeger and the others, learns that Estelle is in Zaphias. For now, to stop the rampage, head to the engine room.

No. 111 Searching for the Power Room

(MAP)
Moving fortress Hercules

The power room is in the central part of the fortress

To reach the power room, lower the ladder and proceed ⑩ →6→13. When you approach the red memory sigil ahead, Sodia will appear and Flynn will leave the party. After arriving at the power room, stop the holy core of power that causes Aearl to go berserk.

Yuri destroys the holy core with "Celestial Law," but Hercules' main cannon is fired toward Zaphias.

No. 112 Moving Fortress Stops

(MAP)
Moving fortress Hercules

- Fren Squad's Desperate Ramming Attack

The main cannon of the Hercules fired toward Zaphias had its trajectory altered by the Fren squad's actions and thus avoided disaster. When leaving from point 14 onto the deck, Yuri and the others board the Baul and head toward Zaphias.

From the engine room side, opening the 14 doors allows free passage. It can be explored again only after No. 127 (→P270).

No. 113 ~ No. 115

The Knight Captain, to the Imperial Capital ~ To the Imperial Capital via the northern route

No. 113 The Knight Captain, To the Imperial Capital

(MAP) Imperial Capital Zaphias (→P150)

Unfulfilled Feelings

Rushing to Zaphias by Baul, the party discovers Alexei and the captive Estelle. Yuri, resolved to save Estelle, leaps in with desperate determination. However, Estelle's power, exploited by Alexei, is unleashed, and they are all blown away along with Baul.

Before attaching someone else any further,

Hope is dashed just before rescuing Estelle. The child of the full moon, now a captive, declares a resolve of tragic determination.

No. 114 The Aear that envelops the imperial capital

(MAP) Port town Capua Nord (→P174)

Battered and bruised, to Capua Nord

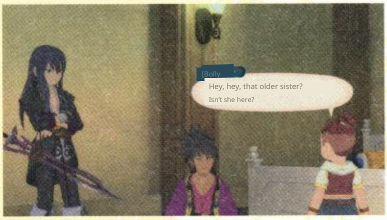
Blown away by Alexei, Yuri and the others awaken on a field near Capua Nord. Their companions are injured, and Baul is unable to fly for a while. To treat their wounds, the group decides to head to Capua Nord.

Judith
This seems to be near Kapua Noll

The story automatically continues from Hercules to Kapua Noll. The summary is updated from No.112 to No.114.

The road to the Imperial Capital is closed

Upon arriving at Kapua North, they reunite with Tigre, whom they rescued with Heliod, and the scene switches to the inn. While the companions are resting, have Yuri go out into town alone. From the residents' talk, you learn that Hercules's main cannon struck Effmido Hill directly and the passage is blocked; to consider travel options, return to the inn.



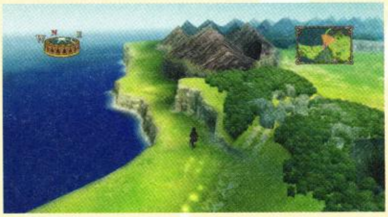
Polly, Tigre's son, laments Estelle's absence. Rita promises she will definitely bring her next time.

No. 115 To the imperial capital via the northern route

(MAP) Port town Capua Nord (→P174)

The Zofel Glacier Sea is east of Noll Port

If you talk to Tiggul at the inn, he will tell you a detour route to cross to the central part of the continent. Exit the town and enter the side path north of Effmid Hill, follow the narrow road, and head toward the Zofel Glacier Sea. Also, the shop has a greatly expanded variety of tools and ingredients. If items were consumed during the battle with Hercules, it's a good idea to restock here.



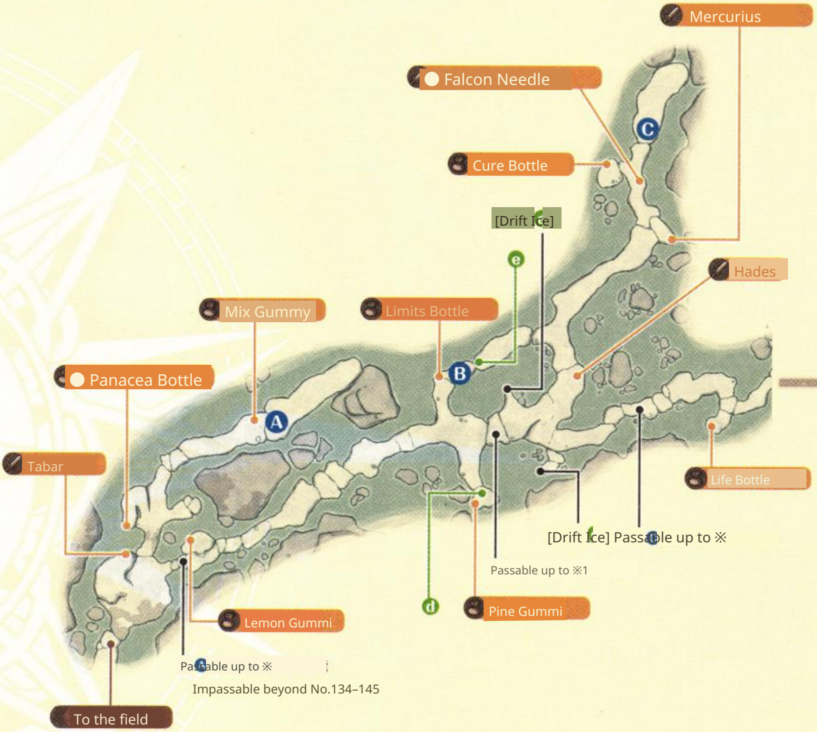
Proceed along the road right beside Effmid Hill toward the coast. After a short while you will reach the Zofel Glacier Sea.

SCENARIO

No. 116 ~ No. 117

The sea sealed by ice — the threat beneath the ice

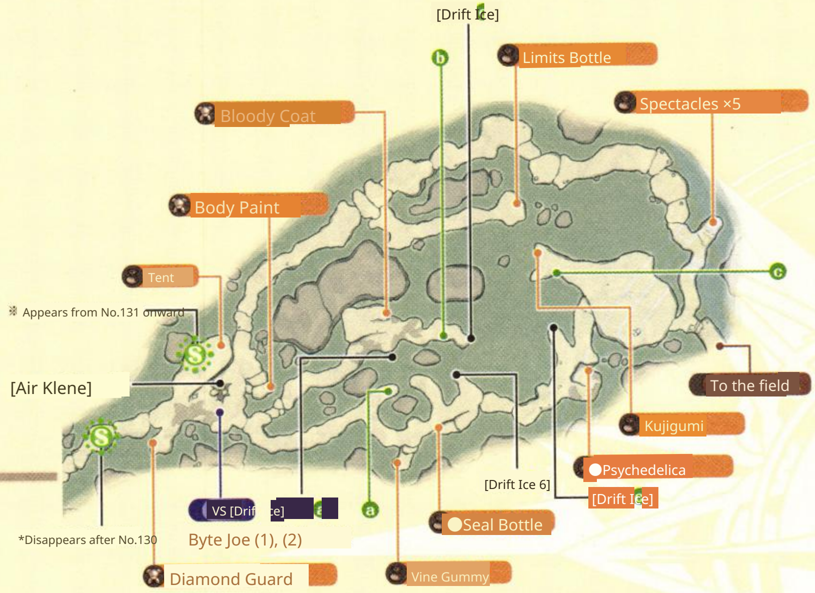
Zofer Frozen Blade Sea


Mercurius
Falcon Needle
C
Cure Bottle
[Drift Ice]
e
Hades
Mix Gummy
Limits Bottle
Panacea Bottle
B
A
Tabar
Life Bottle
[Drift Ice] Passable up to ※
Passable up to ※1
d
Pine Gummi
Lemon Gummi
Passable up to ※
Impassable beyond No.134–145
To the field

(Drift Ice Item Spawn Table)

Targets to shoot with the Sorcerer's Ring	Obtainable items
Drift Ice	All Divide
Drift Ice	Mental Symbol
Drift Ice Cake	Hourglass
Drift Ice Cake	Miracle Gummy
Drift Ice	Lapis Lazuli

※ From No. 134 onward, ice floes marked [Drifting Ice~] containing items appear. If you hit them with the Sorcerer's Ring and move them, you can obtain items at the locations corresponding to their respective numbers. However, [Drifting Ice] must first be moved to [Drifting Ice◎] and then hit again with the Sorcerer's Ring, and a [Drifting Ice]


[Drift Ice]
ⓑ
Limits Bottle
Spectacles ×5
Bloody Coat
Body Paint
Tent
※ Appears from No.131 onward
ⓒ
[Air Klene]
To the field
Kujigumi
Psychedelica
[Drift Ice 6]
[Drift Ice]
VS [Drif e]
ⓐ
Seal Bottle
*Disappears after No.130
Byte Joe (1), (2)
Diamond Guard
Vine Gummy

(Monster Data)

※ Penguinist, Snow Spirits, Elekiter, and Ice Golem appear from No.131 onward

Weiss
Beast Type →P428

Drop: Wolf Fang	25%
Drop: Fangbeast Pelt	25%
Drop Freeze Stone	15%
Falling Beef	15%
Pine Gummi	20%

Rabiko
Beast Type →P430

Drop Rabbit Fur	25%
Drop Rabbit Ears	25%
Fallen Carrot	15%
Rabbit Ear	15%
–	

Lime Wreath
Plant type →P446

Kitchen God Tree	35%
Drop Freeze Stone	25%
Drop Iriki Ice	20%
Freeze Stone	25%
–	

T.G.
Aqua-typ →P451

Drop: Fishman's Weapon	25%
Fishman Dorsal Fin	10%
Drop: Fishman's Fang	15%
Shrimp	15%
Tuna	20%

Boost Wont
Water Type →P451

Drop: Fishman's Weapon	20%
Drop: Fishman's Dorsal Fin	30%
[Fall Saba	15%
Drop Squid	15%
Mackerel	20%

Penguinist
Crow type →P434

Sharp, pointed beak	25%
Drop Freeze Stone	25%
Drop: Medium Bird Feather	20%
Drop Iriki Ice	20%
Pointed Beak	15%

Snow Spirits Volume
Magic-beast type →P440

Freeze Stone	25%
Fallen Carrot	15%
Straw mat (goza)	15%
–	
–	

Electel
Water-machine type →P450

Drop Iriki Ice	15%
Drop: Fishman's Weapon	25%
Drop: Fishman's Dorsal Fin	25%
Drop: Salmon	15%
Fishman Weapon	20%

Ice Golem
Inorganic Type →P455

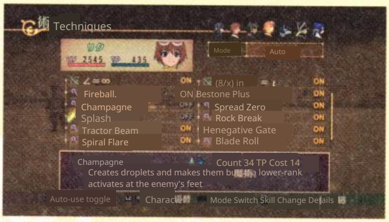
Falling Navi Metal	25%
Drop Freeze Stone	35%
3 Magic Ore	30%
Freeze Stone	15%
–	

No. 116 Sea Sealed by Ice

(MAP) Sofel Iceblade Sea

The Mystery of the Roaming Monster

The party arrived at the Zopher Iceblade Sea via the detour route over Efmido Hill. Beneath the ice, a gigantic monster roams, and enemy symbols patrol the passageways. Head for the exit toward Zaphias.



Techniques
Mode Auto
∠=∞ ON
(8/x) in ON
Fireball. ON
Bestone Plus ON
Champagne OFF
Spread Zero ON
Splash OFF
Rock Break ON
Tractor Beam ON
Henegative Gate ON
Spiral Flare ON
Blade Roll ON
Champagne Count 34 TP Cost 14
Creates droplets and makes them bu a lower-rank activates at the enemy's feet
Auto-use toggle Charac Mode Switch Skill Change Details

Enemies that appear are resistant to water-attribute spells and artes. If you plan to include Rita in battle, turn off water-attribute magics.

Familiarize yourself with Sofel's terrain

The Zopher Iceblade Sea has a mechanism where, when you go to certain spots, a massive roaming monster collapses the path and opens another route. If you want to head straight for the exit, proceed on the map in the order A → B → C.

No. 117 Threat Beneath the Ice

(MAP) Sofel Iceblade Sea

The Trap of Earclene

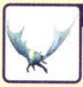
When you reach Earclene, the monster that had been roaming under the ice appears before Yuri and the others. This monster activates Earclene, and Yuri and the others are knocked down. Only Karol, who happens to be the sole one left unharmed, will face the monster.

Judith
No way
I never imagined there would be something using Earclene to hunt

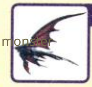
They fall into the trap of a monster that uses Earclene for hunting, and "The Stalwart Morning Star" falls into a desperate crisis.

VS Bait Joe (1), (2)

• BOSS DATA



Bait Joe (1) →P451
HP 204640
Race: Aquatic Type A
Size: Extra Larg
Element Fire Earth Wind Water Light Garden



Bait Joe (2) →P452
HP 204640
Race: Aquatic Type
Size: Extra Large
Attribute: Fire Earth Wind Water Light Garden

ITEM
Drops: Paralysis Check (100%)
Saffron (15%)

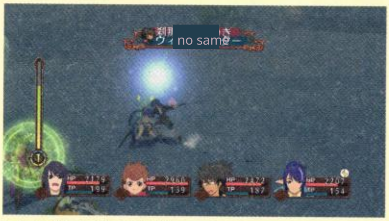
When only Karol is present, it is wise to focus on fleeing. After a certain period, you will be able to fight with four members including Karol. Bite Joe's attacks have a wide range, so add ranged attackers like Rita and Raven to spread out the party members. Bite Joe's "Ice Breath Linear" and "Ice Breath Area" cause paralysis, so set Karol's "Behavior" in strategy details to "Prioritize curing status ailments."

Secret Mission 16

• Secret Mission

Condition
While Bitejoe (2)'s "Luminous Iceblade" is active, land 3 hits.

Rewards: Yuri, Karol, and Flynn — Body Armor "Body Paint". If the Bitejoe that dove into the ground does not immediately produce "Ice Horns," it will always produce fins. This is the signal for "Luminous Iceblade." From Yuri, follow up a freerun attack with either "Retsusai Shouha" (Rending Blast) or "Guardian Array." Fins cannot be targeted, so aim carefully.



no same

After extending its fin it may use "Flash of the Moment," but you can interrupt it by attacking quickly.

After passing through the frigid drift-ice region

After defeating Byte Joe, Karol earns the title "Brave and Full of Heart." That Karol will be down for a while and cannot participate in battles until reaching the exit. When you return to the field, stop by Haruru to gather information.

No. 118 ~ No. 122

The City That Accepts the Imperial Capital ~ Knight VS War Machine

No. The City That Accepts the Imperial Capital

118 (MAP)

Flower Town Haruru (→P162)

The Terror That Attacked the Imperial Capital

The town of Haruru is overflowing with refugees who fled from Zaphias. When Yuri and the others arrive, Karol collapses with a fever from the exhaustion of battling Byte Joe. Go to the inn, let Karol rest, and then head out into town to gather information from the residents.

No. The Duty of a Noble

119 (MAP)

Flower Town Haruru (P162)

The Tyranny of Alexei

When you go in front of the town mayor's mansion, you reunite with Yodel. According to him, Aer has run rampant due to Alexei's actions, and Zaphias is no longer inhabitable. Return to the inn to relay this information to your companions.

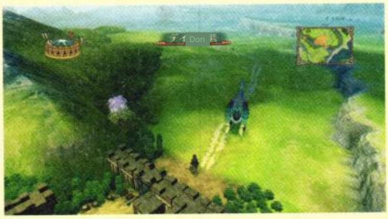
No. Determined Resolve

120 (MAP)

Flower Town Haruru (→P162)

Yuri Sets Out with His Partner

Leaving Karol's care to the others, Yuri departs the inn with his Rapide. At the town's exit, Yodel tells him that preparations are underway to defeat Alexei. After that, head to the Quoy Forest.



The northern side of Daidon Fort is sealed off. In this area, the gigant monster Brutal appears.

No. The Imperial Capital's

121 (MAP)

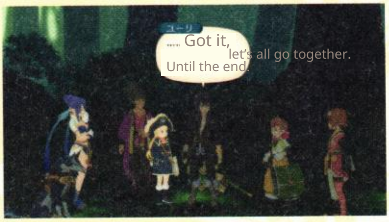
Quoy Forest (→P160)

Sub-events

☐ Mysterious Man (6) Limited time →P322

Deepening Bonds

Make your way toward the exit of Quoy Forest. The monsters that appear are weak, so there's no need to worry even with just Yuri and Rapide. Yuri rests at the midpoint of the forest, and when he wakes up he reunites with the companions who had been following him


ユーリ
...... Got it, let's all go together. Until the end.

When you reunite with your companions, Rapido earns the title "Caring Comrade". If you proceed to the exit, Zaphias will be just ahead.

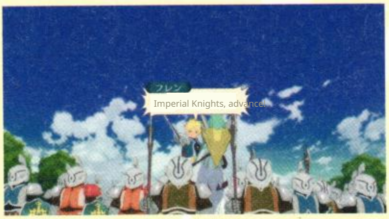
No. Knights vs. War Machines

122 (MAP)

Myokia Plains - North

Making for the Imperial Capital amid the chaos

Leaving Kuoiy Forest and heading across the field, you encounter the knights led by Flen. The knights are locked in fierce combat with a massive force of war machines unleashed by Alexei. Use this opportunity to make your way toward Zaphias.


フレン
Imperial Knights, advance!

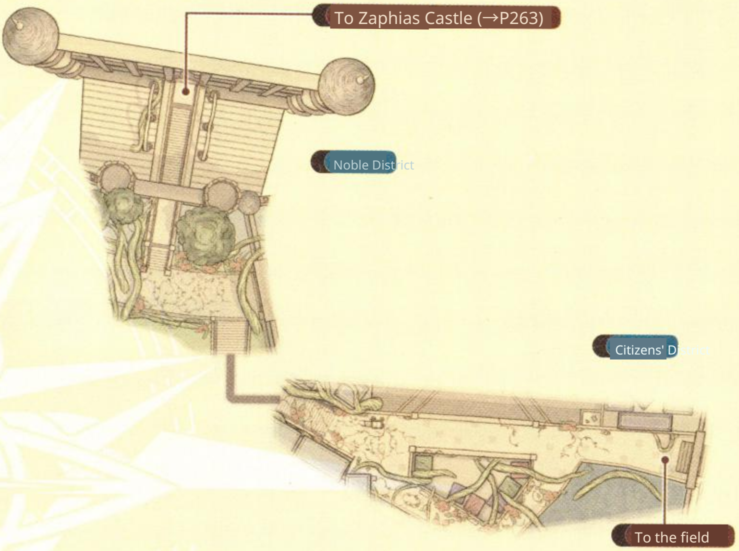
Yuri and Flen affirm each other's sense of justice. Flen commands the knights for what he believes is the utmost justice.

No.

123

The storm enveloping the imperial capital

Imperial Capital Zaphias (Abnormal)



(Monster Data))

Wolf (Aeral Rampage)
Beast Type →P428

Wolf Fa	30%
Drop: Fangbeast Pelt	25%
Falling Vying Gummy	15%
Fanged Beast Pelt	25%
–	

Eggbear (Aeral Rampage
Beast type →P431

Fur Drop	25%
Drop Eggbear Claw	35%
Dropped: Egg	25%
Eggbear Claw	20%
–	

Axe Peak (Aeral Rampage)
Bird type →P437

Drop: Irikia Herb	15%
Drop: Medium Bird Feather	25%
Falling Chicken	15%
[Falling Beef	15%
[Medium bird feather	20%

Mandragora (Aeral Rampage)
Plant type →P448

Drop: Mandragora	25%
Drop: Red Bud	25%
Drop Holy Bottle	15%
Red bud	15%
–	

Bee (Ael Run Amok)
Insect type →P453

Fallen Insect Wing	20%
Fall Long Needle	25%
Insect Wing	20%
–	
–	

123 No. Storm Engulfing the Imperial Capital

(MAP)

Imperial Capital Zarfius (Anomaly)

Imperial Capital Overrun by Plants and Monsters

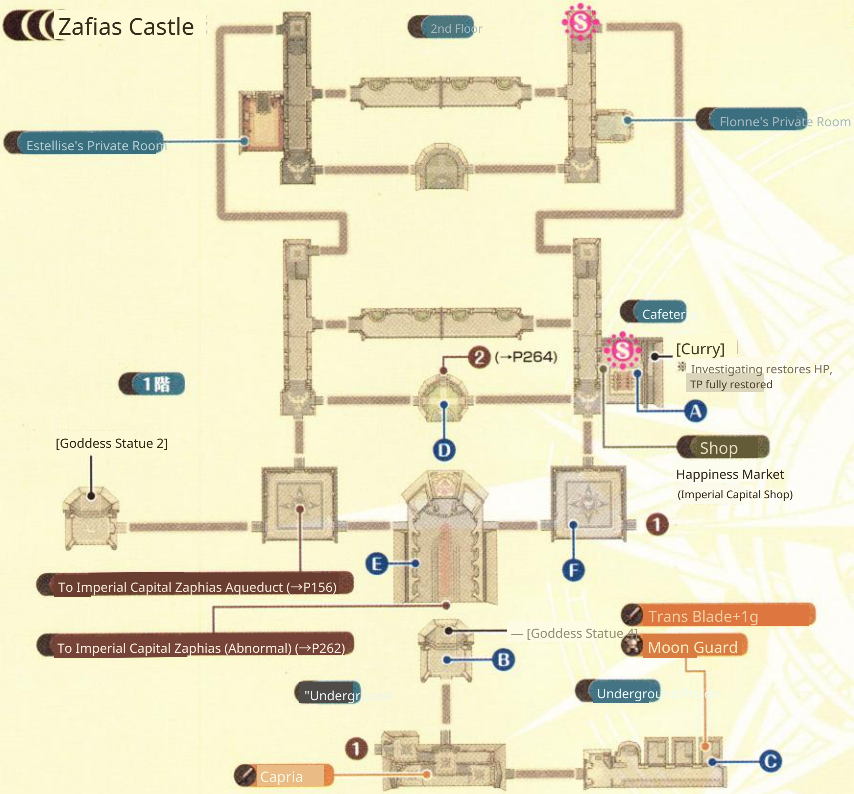
In Zaphias, which is shrouded by the rampaging Ael, enemy symbols roam. After arriving, proceed through the noble district and head to the castle gate. Although the gate is closed, Karol's quick thinking allows you to infiltrate the castle.

Blocked by plants, you cannot move to the lower town or the Mordio residence. It's a straight path, so just keep going straight ahead.

No. 124 ~ No. 126

Familiar Faces~Shattered Ambitions

Zafias Castle


2nd Floor
Estellise's Private Room
Flonne's Private Room
Cafeter
[Curry]
※ Investigating restores HP, TP fully restored
A
Shop
Happiness Market
(Imperial Capital Shop)
1階
2 (→P264)
D
[Goddess Statue 2]
1
E
F
To Imperial Capital Zaphias Aqueduct (→P156)
To Imperial Capital Zaphias (Abnormal) (→P262)
[Goddess Statue 4]
Trans Blade+1g
Moon Guard
B
"Undergr
Undergrou
1
Capria
C

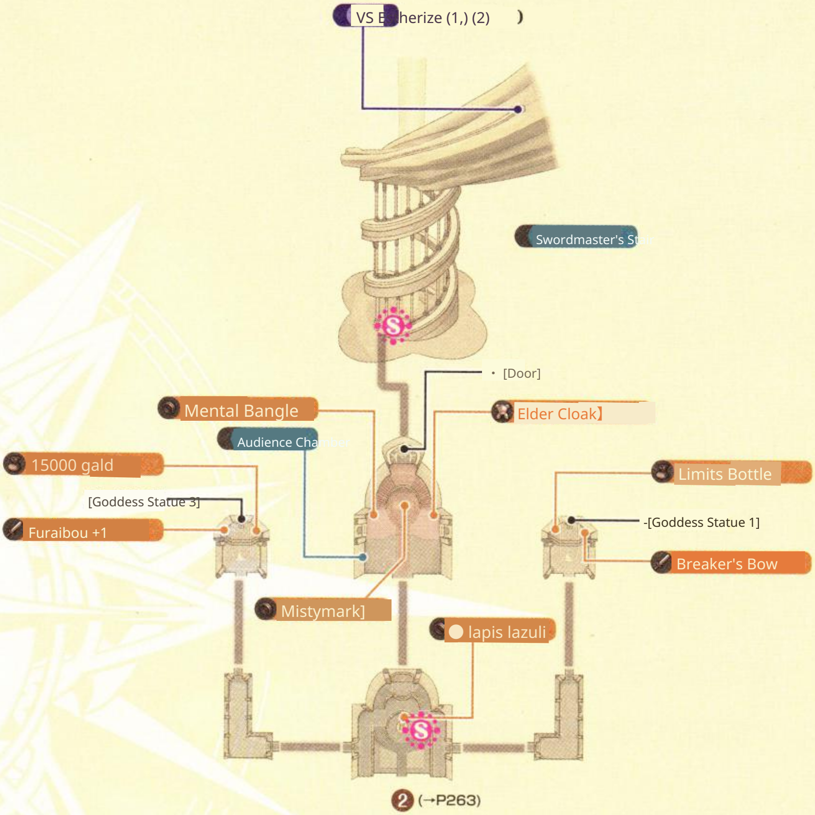
Shop Data

Happiness Market (Imperial City Branch)

※ Items added from No.124 onward

Category	Product Name	Price
Item	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Banashia Bottle	1000
Tool	Holy Bottle	300
	Dark Bottle	300
	Goza	100
	Simple Tent	250
	Tent	500
Weapon	Baldysh	16000
	Anubis	15000
	Falcon Needle	15000
	Hanuman Shaft	13000
	Capria	14000
Head	Golden Helm	4200
	Gold Circlet	3600
	Elemental Ribbon	3950
Body	Gold Armor	11000
	Princess Guard	12500
	Eldar Cloak	9300
	Holy Coat	9400
	Celebrite Bellyband	9000
Accessory	Gold Leggings	8000
Ingredient	Beef	100
	Chicken	80
	Pork	80
	Tuna	80
	Mackerel	40
	Salmon	40
	cabbage	50

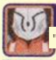
分類	Product Name	Price
Ingredients	Lettuce	50
	Cucumber	40
	Carrot	40
	Onion	30
	Potato	30
	Peach	40
	Apple	40
	Strawberry	20
	Rice	80
	Ban	80
	Mochimocchin Powder	50
	Milk	20


VS E herize (1,) (2))
Swordmaster's St
• [Door]
Mental Bangle
Elder Cloak】
Audience Cha
15000 gald
Limits Bottle
[Goddess Statue 3]
-[Goddess Statue 1]
Furaibou +1
Breaker's Bow
Mistymark]
lapis lazuli
❷ (→P263)

(Monster Data)

Knight Fencer
Humanoid →P412

Fallen Knight's Spring	20%
Oxen-rivet Handle	25%
Apple Gummy Drop	15%
Iron Hilt	25%
–	

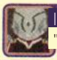


Knight Fencer A
"Humanoid →P413

Knight's Holy Deep Water	25%
Oxen-rivet Handle	20%
Orange Gummy Drop	10%
Zephyros	5%
Knight's Holy Deep Water	25%

Knight Lancer
Humanoid →P413

Spring of the Fallen Knight	20%
Fallen Iron Spearhead	25%
Orange Gummy Drop	10%
鉄の穂先	25%
–	

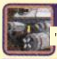


Knight Lancer A
"Humanoid →P414

Holy Deep Water of Fallen Knight	25%
Drop: Iron Spearhead	30%
Drop Life Bottle	20%
Milk	15%
Iron Tip	30%

Knight High Bishop
Humanoid →P418

Fallen Grimoire Fragment	25%
Falling Knight's Spring	20%
Drop Holy Bottle	15%
Magical Tome Fragment	25%
–	



Guilty Murder
"Inorganic Type →P456

Drop Iron Leg	30%
Iron Feet	15%
–	
–	
–	

Trans Murder
Inorganic Type →P456

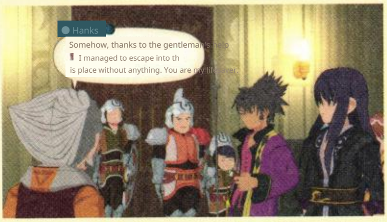
Drop Iron Leg	30%
Fallen Sharp Blade	25%
Drop: Mixed Gummy	15%
Iron Foot	15%
–	

124 No. Familiar Faces

((MAP))
Zafias Castle

There are people from the lower town inside the castle

After infiltrating Zaphias Castle, first head to the dining hall. There, Yuri and the others find residents of the lower town who were sheltered by Leblanc's squad, and from them learn that Alexei is on the Sword Steps at the back of the Audience Chamber. However, to open the door in the Audience Chamber, you must solve a complicated mechanism.



Hanks

Somehow, thanks to the gentleman's help I managed to escape into this place without anything. You are my lifesaver.

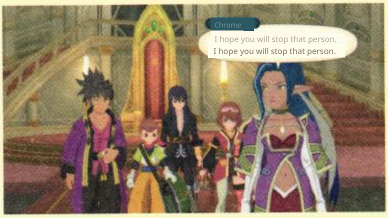
The three members of Leblanc's squad who had been acting under Flen's command rushed to the lower town and helped its residents.

Use the dining hall as your base for exploration

Like No.4 (→P154), the dining hall has "curry" that fully restores HP and TP. There is also a memo magic circle, so it's best to use this place as your base for exploring the castle. Also, the shopkeeper is taking refuge among the townspeople in the lower town. In addition to items, you can also buy equipment.

What Chrome's wish is

When you leave the dining hall, enemy symbols appear in the castle. In battle, prioritize defeating the Knight High Bishop, who uses powerful magic. If you enter the audience chamber and advance a little, Alexei's secretary Chrome will appear, leave Yuri and the others with ominous words, and then depart.



Chrome

I hope you will stop that person.

I hope you will stop that person.

Chrome speaks in an oddly roundabout and detached manner. Whether it's because he is of the Kuritia tribe or for some other reason...

Rotate the four goddess statues in order

After meeting Chrome, you must solve the goddess-statue mechanism to open the door at the back of the Audience Chamber. Four goddess statues are installed in the castle; you should shoot them with the Sorcerer's Ring in a specific order. The sequence shown on the map as Goddess Statues 1–4 is correct. Also, in the dungeon you can obtain Raven's main weapon "Transblade +1α" and body armor "Moon Guard," which were not in Nos. 3–5. Make sure to pick them up.

3883 Damage!
5 Hits
639
521
2

If you shoot the goddess statues in the wrong order, enemies will appear inside the castle and you will have to fight them. You'll also have to sta

If you shoot the goddess statues in the correct order, a sound effect will play. If you shoot the door of the audience chamber last, you can proceed

Estelle points her blade

On the Sword Staircase you keep climbing a spiraling corridor. There, Alexei, who is waiting ahead, easily frees Estelle. However, she had been manipulated by Alexei. Yuri and the others will have to fight to bring Estelle back to her senses.

Estelle suddenly attacks Yuri. Regardless of her own will, she has become a tool of Alexei.

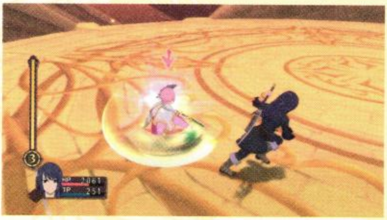
VS Estellise (1), (2)
• BOSS DATA

Estellise (1) →P423
HP 68000 Race: Humanoid AV
Size: Medium Attributes Fire Earth Wind Water Light Legs

Estellise (2) → p.423
HP 68000 Race: Humanoid AV
Size: Medium Attributes Fire, Earth, Wind, Water, Garden, Light Drops: Bamboshi (100%) / Mysterious Mirror (100%) No special boosts

ITEM

A two-stage battle with Estellise. In the first fight you battle together with allies; in the second fight Yuri fights alone. Estellise easily repels attacks, so use freerun to get behind her and then assault with multi-hit artes and techniques. In the second fight, landing “Senjin Rōha” (Warrior Gale Break) is especially effective.



Estellise’s Burst Art can be lethal in a single strike. Stay at a distance while in Over Limit.

Secret Mission 17
• Secret Mission

Condition During combat with Estellise (2), use the valuable item “Mother’s Keepsake.”

Reward Accessory "Reflect Ring"

You can complete this simply by using the valuable item "Mother's Memento," but to do so you must have cleared "Estellise's Precious Thing" (→P313). Once achieved, Estellise will no longer have attacks deflected against her.

No. 125 At the End of the Staircase
(MAP)
Zafias Castle

A Moment of Respite

At Yuri's call, Estelle regains her senses, and the scene automatically switches to Flen's private room. Leave the room and talk to all companions located in areas A–E inside the castle. After that, speak with the innkeeper in the inn to take a rest and the story will progress.

No. 126 Ambition Shattered
(MAP)
Imperial Capital Zaphias (→P150)

Sub-events

Mysterious Man (7)	Limited Time	→P322
☐Legendary Man		→P322
☐Fond of Children		→P323
☐Storage Organization (Nodepolica)		→P350
☐Antlion (3)	Limited Time	→ P323
☐To the Phantom City	Limited Time	→P323
☐In the Phantom	Limited Time	→ P323
☐ Night Emperor		→P323
☐Renowned Chef (2)		→P324
☐Warrior of Mourning (2)		→P324
☐ Demon Sword (1)		→P324
☐Yūmanju		→P364
☐Open-air Bath, Nice (1)		→P365
☐Open-air Bath, Nice (2)		→P365
☐ Suki Suki ♥ Yuri (1)		→P324
☐ Justice Without Strength Is Powerless		→P324

To Zaude Fortress where Alexei is

If you proceed from Zaphias Castle toward the exit to the Citizens' Quarter, you can reunite with your companions. To settle matters with Alexei, head from the field to Zaude Fortress by Baurl. Note that new items have been added to the Zaphias shop, so you may want to update your equipment here.

Yodel
Not to be a replacement or anything, but please take this Flen with you

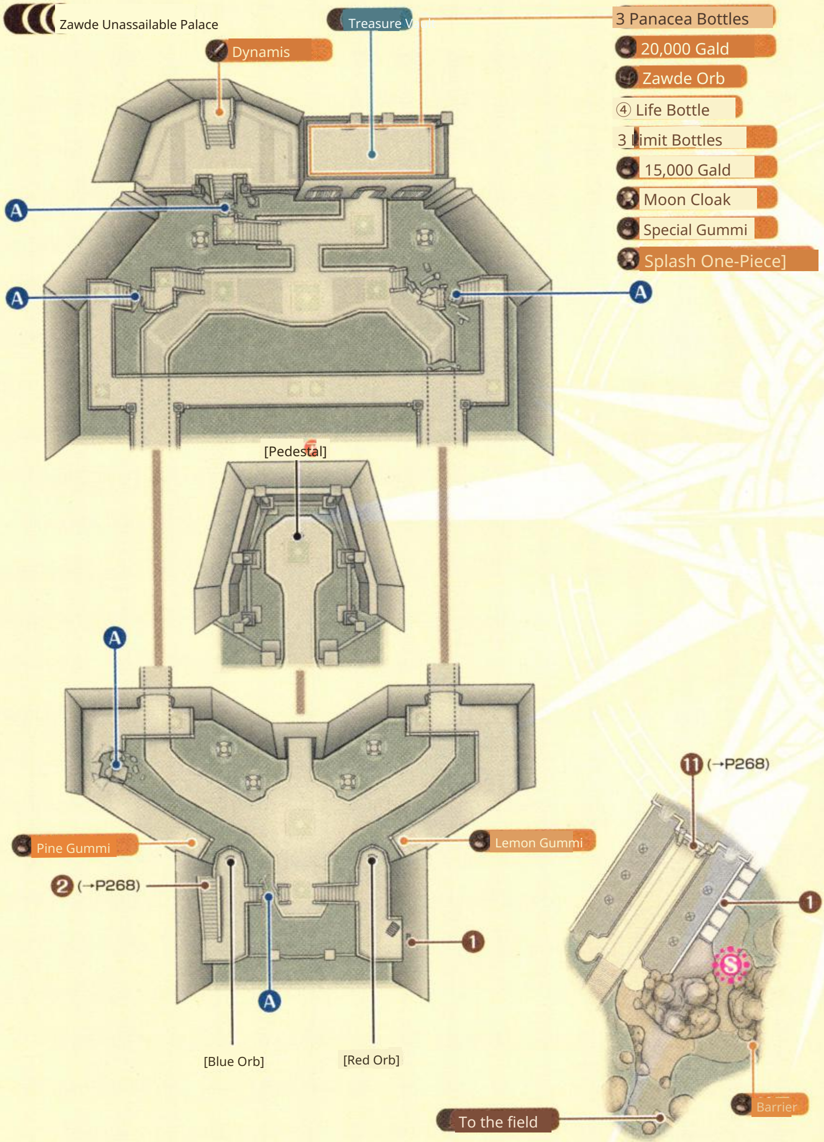
Flen joins the party, and with nine members you will face off against Alexei at Zaude Fortress.

ユーリ
Even so, this guy is...

Bawru and the ship become available, and many sub-events occur. Check them before heading to the next destination.

No. 127 ~ No. 129

Infiltration of the Ocean Palace ~ Discovered Treasures


Zawde Unassailable Palace
Treasure V
Dynamis
3 Panacea Bottles
20,000 Gald
Zawde Orb
④ Life Bottle
3 Limit Bottles
15,000 Gald
Moon Cloak
Special Gummi
Splash One-Piece]
A
A
A
[Pedestal]
A
A
⑪ (→P268)
Pine Gummi
Lemon Gummi
② (→P268)
①
①
S
[Blue Orb]
[Red Orb]
Barrier
To the field

※Passable when fully flooded

(Monster Data)

Knight Fencer A

Humanoid →P413

Drop: Holy Deep Water of Knight	25%
Oxen-rivet Handle	20%
Orange Gummy Drop	10%
Drop Zephyros	5%
Knight's Holy Deep Water	25%

Knight Warrior A

Humanoid →P413

Drop Knight's Holy Deepwater	30%
Drop Iron Hilt	20%
Dropped Lemon Gummy	15%
Falling Rice	15%
Iron Hilt	25%

Knight Lancer A

Humanoid →P414

Drop: Holy Deep Water of Knight	25%
End of the Iron Drop	30%
Dropped Life Bottle	20%
Dropped Milk	15%
Iron Tip	30%

Knight High Bishop

Humanoid →P418
A

Fallen Grimoire Fragment	25%
Knight's Spring	20%
Drop Holy Bottle	15%
Magical Tome Fragment	25%
–	

Cui-Ble (Kyuiburu)

Humanoid →P418

Drop Red-Eye Lens	30%
Drop Mysterious Cloth	25%
Drop: Spectacles	25%
Red-Eye Lens	25%
–	

Aljan (Arjan)

Humanoid →P418

Red-Eye Lens	30%
Drop Mysterious Cloth	20%
Dropped Steel Harpoon	15%
Drop: Spectacles	25%
Steel Harpoon	25%

Jones

Water Tower-type →P448

Drop: Jet-Black Ink	35%
3 Shells	25%
Drop Squid	25%
Jet-Black Ink	25%
–	

Watagunner

Aquatic type →P449

Drop Large Claw	30%
Drop Crab Shell	15%
Drop Scallop	15%
Orange Gummy	15%
–	

Gigadent

Water Tower-type →P451

Drop: Fishman's Weapon	30%
Drop: Fishman's Dorsal Fin	20%
Drop: Fishman's Fang	15%
Drop: Salmon	15%
Tuna	15%

Perfect Murder

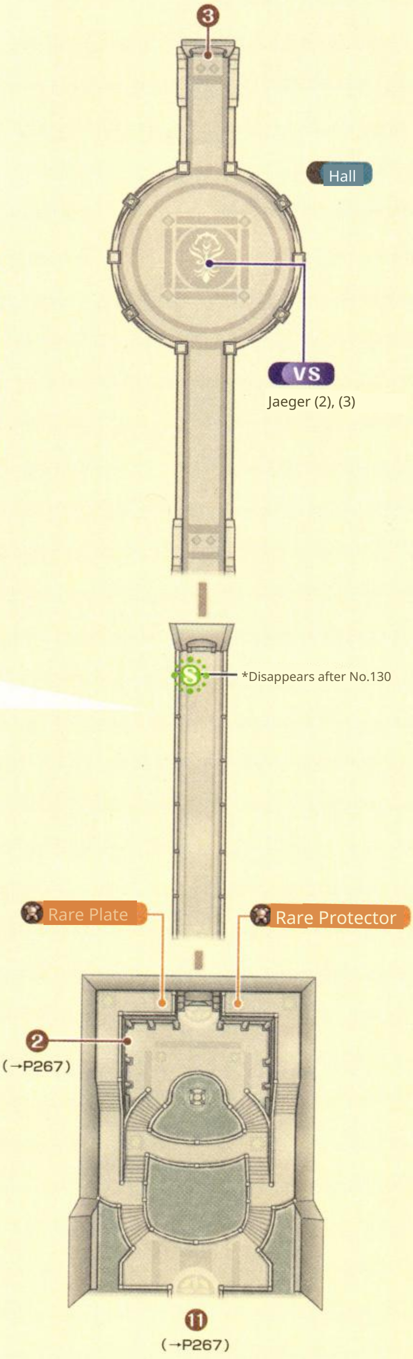
Inorganic Type →P456

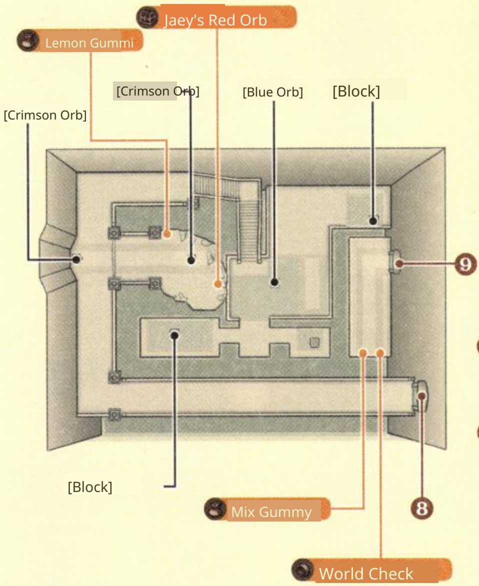
Drop Iron Leg	25%
Drop: Geo Stone	20%
Minister Silver Axe	15%
Day: Silver Coin	15%
–	

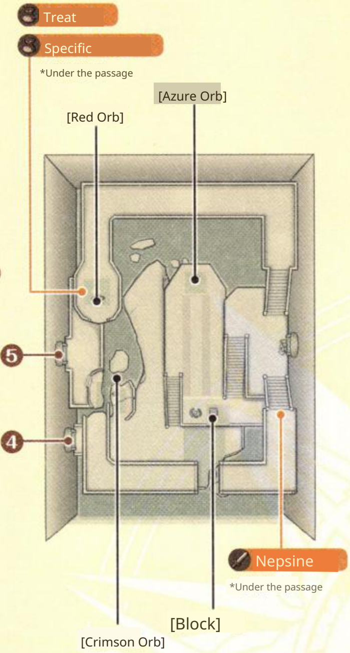
Lizardman

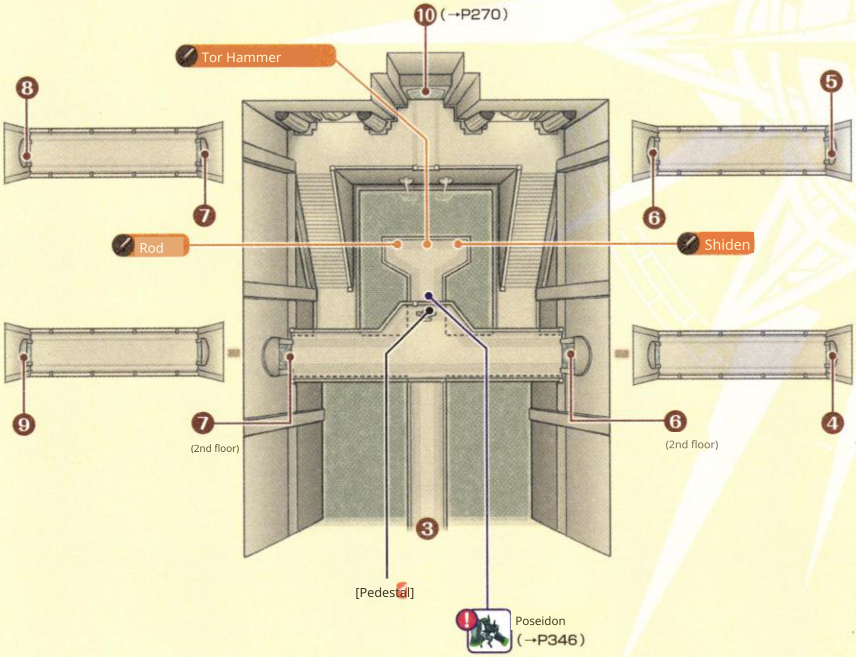
Type →P459

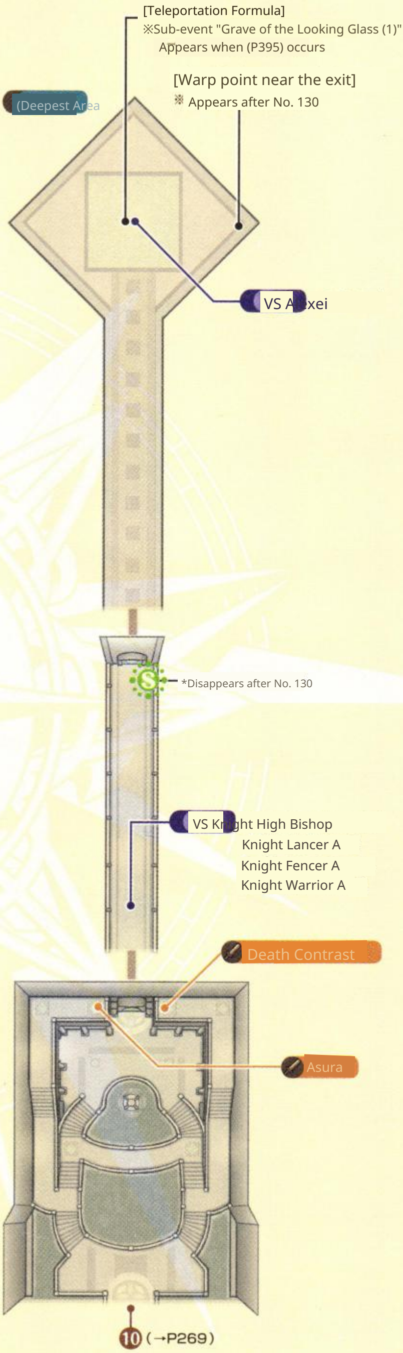
Drop: Lizardman Weapon	20%
Drop: Hard Hide	25%
Drop: Apple	15%
Weapon of the Lizardman	15%
–	




Jaey's Red Orb
Lemon Gummi
[Crimson Orb]
[Crimson Orb]
[Blue Orb]
[Block]
9
[Block]
Mix Gummy
8
World Check


Treat
Specific
*Under the passage
[Azure Orb]
[Red Orb]
5
4
Nepsine
*Under the passage
[Block]
[Crimson Orb]


10 (→P270)
Tor Hammer
8
5
7
6
Rod
Shiden
9
7
(2nd floor)
6
(2nd floor)
4
3
[Pedestal]
Poseidon
(→P346)


[Teleportation Formula]
※Sub-event "Grave of the Looking Glass (1)"
Appears when (P395) occurs
[Warp point near the exit]
※ Appears after No. 130
(Deepest Area
VS Alexei
*Disappears after No. 130
VS Knight High Bishop
Knight Lancer A
Knight Fencer A
Knight Warrior A
Death Contrast
Asura
10 (→P269)

127 No. Infiltration of the Ocean Palace

((MAP))

Zawde Unassailable Palace

The Guard Standing in the Way

When you approach the Zaude Citadel by Baul, fellow enemies appear. While the Zaude Citadel's attention is focused on the fellows, the party for now disembarks to the sea and infiltrates by ship. After arrival, give up on the fortified main entrance guarded by the bodyguards and look for another entrance. If you examine vent 1, you can advance into the interior of the Zaude Citadel thanks to Carroll's efforts.

The Zaude Citadel itself is a massive magic device. Even Fellow, the chief retainer of the founder of the strongest class, cannot stand up to it.

Mechanism Using the Pedestal

First go to the treasury on the north side and obtain the "Zaude Orb" from the red chest. Set this on the pedestal and it becomes the "Blue Bead." When you shoot this "Blue Bead" with the Sorcerer's Ring, the internal water level rises, and when you shoot the "Red Bead," the water level falls. Exploration of the Zaude Citadel proceeds by utilizing switching the water level, so make sure you fully understand the mechanism. Note that once you first raise the water level, passage becomes possible. After obtaining all the items beyond that point, cross to the opposite bank and from ② head for the hall where Jaeger awaits. Along the way there is a green memory sigil, so be sure to heal and save.

Raising the water level causes enemy symbols to appear. The more steps required to solve the mechanism, the more times you will have to figh

VS Jaeger (2), (3)

• BOSS DATA

Jaeger (2) →P421

HP 230000 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Jaeger (3) →P421

HP 245820 Race: Humanoid AV

Size: Medium Attributes: Fire, Wind, Water, Light, Dark

ITEM
Drop: Splash Bow (100%)
None

Jaeger frequently uses attacks that inflict arts/skill sealing and mind contamination, so equip items like the "Amulet" and "Drain Check." Also, even in the middle of landing a combo, Jaeger may forcibly recover and counterattack. Link into Yuri's "Fang Wolf Strike" or "Senjin Roha" to secure a quick knockdown. When Jaeger's HP falls below 60%, the secret art he uses can cause an instant death if it hits—spread out your party during Over Limit.

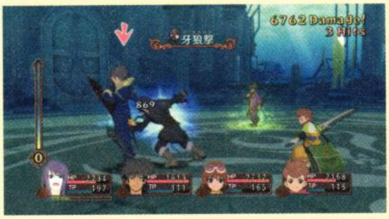
Secret Mission 18

Secret Mission

Condition: After Jaeger(3) is guard-broken, hit Raven's “Shigure” in the opening

Reward: Accessory “Alexandrite”

When Jaeger’s HP falls to half or below, the heart’s magical device is exposed and his guard becomes extremely solid. Control Yuri and activate Overlimit, then repeatedly use “Fang “Wolf Strike” or “Swift Wolf Wave.” Triggering Jaeger’s guard break this way will cause him to clutch his heart and stop moving. In that opening, land Raven’s “Shigure” or “Sound of Shigure” on Jaeger to complete the secret mission. The time Jaeger spends clutching his heart is short, but if you preassign “Shigure” or “Sound of Shigure” to the right stick, you won’t miss the chance.

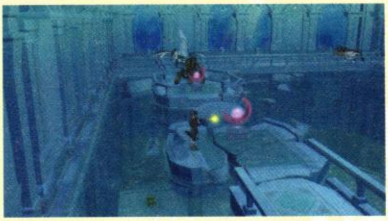


When you take a down from Jaeger with an Over Limit, stack “Garo Strike” on the spot where they get back up.

No. 128 Surpass the Obstruction
((MAP))
Zawde Unassailable Palace

Puzzle Using Blocks - 1

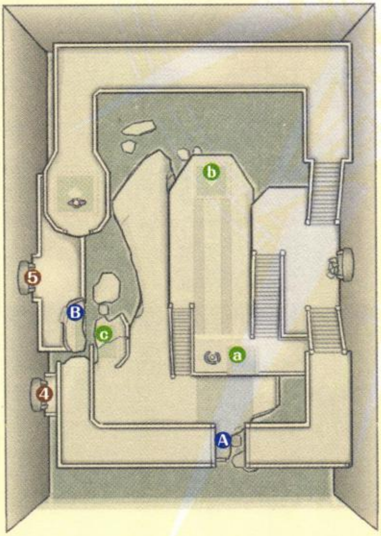
After defeating Jaeger and passing from ③ to ④, you will come to a room with blocks placed in it. To reach the exit at ⑤, you must use the blocks as stepping stones while raising and lowering the water level. Refer to the steps and the map below to proceed.



In step 6, from this location use the Sorcerer’s Ring to shoot the [Red Orb ©] and lower the water level.

Procedure for the mechanism using blocks (1)

1	Push the [Block] forward and drop it
2	Move the [Block] to
3	Shoot [Blue Orb 6] with the Sorcerer’s Ring
4	Go up the right-hand stairs and move to point B
5	Shoot the [Crimson Orb] with the Sorcerer’s Ring

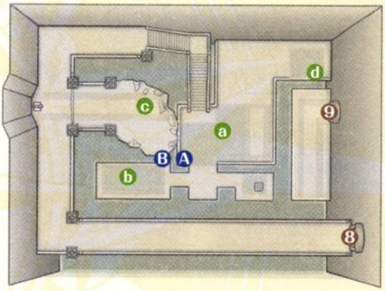


Mechanism Using Blocks • 2

⑤ In the room beyond ~⑦ and ahead of 8, there is the valuable item “Jaei’s Red Orb” needed to reach the deepest part of Zaudefortress. Here you will again use the Sorcerer’s Ring to raise and lower the water level to proceed, but the position where you place the [Azure Orb] and the block on the lower floor becomes important. Follow the steps below to obtain the “Jaei’s Red Orb.”

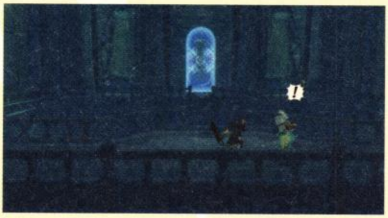
• Procedure for the block mechanism (2)

1	Move [Azure Orb O] to A
2	Drop [Block 6] into B
3	Ⓑ Stand on the dropped [Block 6]
4	Shoot the [Blue Orb O] with the Sorcerer Ring
5	Open the treasure chest and obtain the "Jaey's Red Orb"
6	Shoot the [Red Orb ◎] with the Sorcerer Ring



Set the Jaey Red Orb

Set the "Jaey Red Orb" on the pedestal and shoot the Sorcerer's Ring; a beam will be emitted and the barrier on the door marked ⑩ in front will disappear. Return to 8, shoot the [Red Orb ◎] with the Sorcerer's Ring to lower the water level. Finally, move the [Block] on the upper map forward to create a foothold, allowing you to proceed from ⑨ to 1.



There are enemy symbols around the pedestal where you set the "Jaey Red Orb." Defeat them first before deactivating it.

No. 129 Discovered Treasures

MAP | Zaude Fortress

Patty's lost item is here

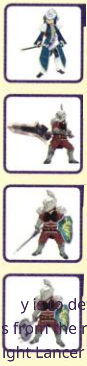
When you approach door ⑩, Patty stops and focuses on the goddess statue to the right. A mysterious gem is hung on the statue's pedestal, where Patty can obtain the "Beautiful Star" she was looking for as a valuable item. The room beyond ⑩ contains many enemy symbols and is prone to encounter links, so proceed with caution. Passing through the door straight ahead leads to the deepest chamber where Alexei is located. Advancing down the corridor, you will fight a unit of guards stationed on the final defense line.

Patty
So, is this......?
It's the same as I heard......

The "Beautiful Star" can be used during battle, but it has no effect other than contributing to the completion of Secret Mission 20 (→P283).

VS Knight High Bishop
Knight Lancer A
Knight Fencer A
Knight Warrior A

• BOSS DATA



Knight High Bishop → P4[illegible]8 HP 18600 Race: Humanoid A Size: Medium Attributes: Fire Earth Wind Water Light Aura

Knight Lancer A → P414 HP 20007 Race: Humanoid AV Size: Medium Attributes: Fire Earth Wind Water Light Aura

Knight Fencer A → P413 HP 22568 Race: Humanoid AV Size: Medium Attributes: Fire Earth Water Wind Light Garden

Knight Warrior A → P413 HP 26899 Race: Humanoid AV Size: Medium Attributes: Fire Earth Wind Water Light

Priority is to defeat the Knight High Bishop, who attacks from the rear with magic. Also be careful of the Knight Lancer A wielding a long spear. He will brace his spear and charge, so dodge with freerun and counterattack.

Confrontation with Alexei

After defeating a unit of the guard, Sodia and Wichil of the Fren unit arrive and join the party. Using Estelle, the time has come to finally settle matters with Alexei, who seeks to dominate the world. When you push into the deepest part of Zaude's Impregnable Palace, the battle with Alexei begins immediately. Before that, use a green Memory Art to recover and save, and make sure you are fully prepared.

Miyuri
Everyone, be!

Alexei tries to escape to the summit. Yuri and the others jump onto the ascending platforms and corner Alexei.

VS Alexei

• BOSS DATA

Alexei →P420

HP 305550

Race: Humanoid AV

Size: Medium

Attributes: Fire Earth Wind Water Light

ITEM
Drop: Fountain of Knowledge (100%)
Red Verbena (10%)

Alexei is quick and has a wide attack range, making his attacks hard to avoid while freerunning. Hold your guard and wait for openings, using your allies' attacks as the starting point for combos. Magic attacks are suitable as combo starters. For the party besides the playable character, form a combat team from Estelle, Rita Raven, and Flynn who can use magic. Note that among Alexei's attacks, the three-shot projectiles inflict Spell/Skill Seal effects, and "Chrono-Rhythm Explosion" inflicts weakness. Deal with these using accessories or healing items.

The playable character should draw Alexei's attention while allies use magic as the starting point to deal damage.

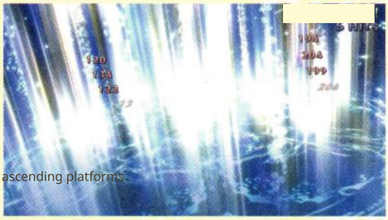
Secret Mission 19

Secret Mission

Conditions After Alexei activates his Mystic Arte, attack during the moment he is fatigued and take him down.

Reward Accessory "Fairy Ring"

Alexei uses his Mystic Arte when his HP falls to half or below. Every time he uses his Mystic Arte three times, he becomes fatigued and drops his shoulders, so you can achieve this by attacking during that opening. However, Mystic Artes have very high attack power and can cause instant death. During Over Limit, set allies' "Position" to "Keep Distance" to spread them out. 572 Damndr



Alexei's Mystic Arte is very powerful. Keep your allies' HP near full and wait for a chance to complete mission objectives.

The Descended Calamity

After the battle, Alexei inadvertently revives the Star-Eater that the Zaude Citadel had sealed away. In the shock of that event, Yuri—separated from his comrades—is stabbed in the abdomen by Sodia and falls from the top of Zaude Citadel into the sea.

Alexei
The Power of Zaude
Let us witness it together.

Defeated, Alexei uses his last strength to unleash the power of Zaude Citadel—unaware that it will also bring forth the Star-Eater...

Although the confrontation with Alexei has been settled, Yuri falls into a desperate, life-threatening crisis due to Sodia's unexpected actions.

No. 130 ~ No. 133
Things Left Behind by Humanity — Falling

No. Fall
130 ((MAP))
Imperial Capital Zaphias (→P150)

Duke Who Saved Yuri

After falling from Zaude Citadel into the sea, Yuri awakens in his room in the Lower Town. Yuri was rescued from danger by the Duke. After leaving Yuri's room and heading into the Lower Town, he reunites with Estelle and Repede. Having spent the night in his own room, he joins up with Estelle and the others.

The Duke
I, the world,
Protect Telka Lymilace

The Duke talks about the rise of the empire, and after receiving the "Sky Scriptures" from Yuri, he leaves for somewhere.

No. The One Who Returned
131 ((MAP))
Imperial Capital Zaphias (→P150)

Reunion with Judith and Patty

The next morning, when you go back to the lower town, you run into LeBlanc's squad. Avoid them and flee to the merchant district; when you meet up with Judith and Patty, who have come to pick up Estelle, head to Aspio in Baul where Rita is.

No. Dangkrest is the hometown
132 (MAP))
Academic Closed City Aspio (→P164)

Meet up with Rita, and head for Danguard (Dangrest)

When you go to Rita's hut in Aspio, you can reunite with Rita. Note that Aspio disappears after No.146 (→P284). Before leaving, make sure you have nothing left undone, then head for Danggrest where Karol and Raven are waiting.

No. What Remains of Humanity
133 ((MAP))
Guild den Dangrest (→P191)

Sub-events	
☐ Alexei's Research	→P325
☐ Guild Quests (3)	→P325
☐ Guild Quests (4)	→P325
☐ Guild Quests (5)	→P325
Mouth-pleasing Toy (1)	→P326
☐ Get the Sexy Outfit	→P326
☐ Baby Rhapsody	→P326
☐ Mysterious Humanoid Magitechnical Device	→P326
What Roieger Left Behind	→P327
☐Karol's Favorites	→P327
☐Royal Lineage	→P327
☐Border Rapid	→P372
☐Knight Order Captain Chief	→P327
☐ Bounty (2)	→P328
☐For Whom (1)	→P328
☐ Arijigoku (4)	Limited Time →P328
Roza · Group Battle	→P360
☐ Kritia-style Combat	→P328
☐ Feelings Embedded in the Mural	→P328
☐Memories with Baur	→P328
☐Open-air Bath Sounds Nice (3)	→P365

All members of Riri's Morning Star, assemble!

In Danggrest you can meet Karol in the plaza and Raven at the Guild Union headquarters. After returning to town, Don's grandson Harry will give you the "Sei Core: Azure Orb." Using that Sei Core to control Estelle's power, the party decides to make for the Zophil Iceblade Sea. Before departing, be sure to restock items and equipment at shops, and it's a good idea to stop by the Cooking Stadium where you can obtain all ingredients. Also, many sub-events occur when Raven joins. Check here for events that grant powerful weapons, such as "Alexei's Research" (→P325) and "What Jaeger Left Behind" (→P327).

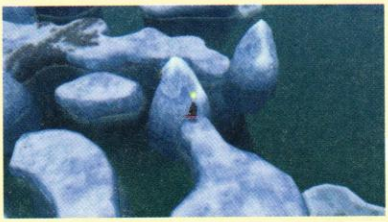
No. 134 ~ No. 135 Source of Spirit Growth — Star Eater, Awakening

No. 134 (MAP) Source of Spirit Growth

Zophil Iceblade Sea (→P258)

Investigation of Ealclene

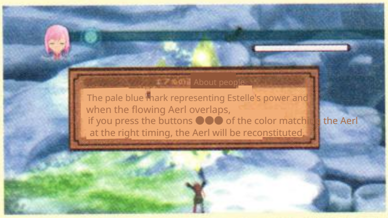
At the Zophil Iceblade Sea, the objective is to conduct experiments using the Sei Core to suppress the Aeur. The party will proceed toward Ealclene, but you cannot reach Ealclene unless you enter the Zophil Iceblade Sea from the east side of the field. Also, new drifting ice objects have been added: shooting them with the Sorcerer's Ring will move the ice floes and allow you to obtain items.



Shooting the drift ice with the Sorcerer's Ring transports you to a specific location, and a treasure chest appears at that location (→P258)

What is the new key power?

Upon reaching Aeral Cleene, Rita begins experiments to suppress Aeral. Although Rita is hesitant, Yuri and the others also risk their own life force to assist with the experiment. Here the minigame "Aeral Master" occurs. After clearing it and obtaining the power of the spirit Undine, reincarnated from the holy core, return the way you came.



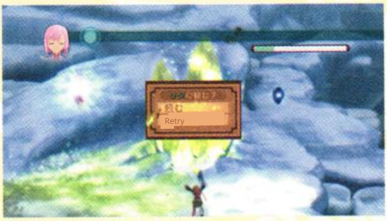
About people

The pale blue mark representing Estelle's power and when the flowing Aerl overlaps, if you press the buttons ●●● of the color matching the Aerl at the right timing, the Aerl will be reconstituted.

Before playing the minigame, you can view an explanation of the rules and how to play. First, check the contents.

Challenge the Aeral Master!

The goal of the "Aeral Master" is to press the button corresponding to the color of the Aeral flowing across the screen with good timing and reconstruct the Aeral. A total of 31 Aerals appear; if you press the button at the correct timing, the gauge at the top right increases by one unit. If you press at the wrong timing, 0.1 units are deducted. The minigame ends when all Aerals have passed. If you manage to reconstruct 15.5 or more Aerals, you clear the game and receive "Dark Avenger +1" and a "Moonstone." Furthermore, if you reconstruct 26.4 or more Aerals, in addition to those two items you receive "Death Contrast +2α."



After failing four times, you can ask Rita to play in your place, but in that case you will not be able to obtain the items.

No. 135 (MAP) Star-Eater, Awakening

Sofel Iceblade Sea (→P258)

Sub-event

☐ Repaying the Flower's Favor	→P329
☐ The Truth of the Rumor	→P329
☐Bauru Race (1)	→P370
☐Bauru Race (2)	→P370

The Star Eater has finally revealed itself

After successfully becoming a spirit, when you proceed to the exit of Zopher's Icy Blade Sea, the Star Eater suddenly appears. The sky becomes covered in red. The party, unable to grasp the situation, is informed by Judith, who had been communicating with Baul, that the Star Ea is attacking Nordpolica. Head out to the field and hurry to Nordpolica.

No. 136 ~ No. 138
The Arena City's Crisis — Flame's Resolve

No. 136 Crisis of the Arena City

(MAP)
Zadrac Peninsula

Defeat the monsters attacking Node Polica

Yuri and the others ride the Baul toward Node Polica, which was attacked by the Star Eater. Land near the town and proceed on foot toward it. A gigantic enemy symbol stands just outside the town. Approaching it will trigger a battle with the Star Eater's minions, the Daybreakers.

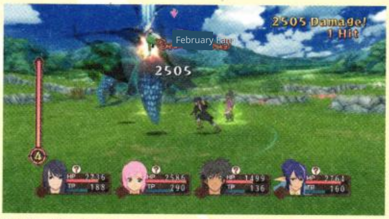
VS Daybreaker Nightbreaker

• BOSS DATA

Daybreaker →P444
HP 142210 Race: Demon/Beast-type
Size: Large Attribute: Fire Virtue, Wind / Water, Light
ITEM No drops
Red Chamomile (15%)

Nightbreaker →P444
HP 142210 Race: Demonic Creature-type>
Size: Large Attributes: Fire, Earth, Wind, Water, Light, Garden
ITEM No drops
Red Chamomile (15%)

Daybreaker is weak to Water and has the property of absorbing Fire. Nightbreaker has the opposite properties. To prevent your party members' attacks from being absorbed, it is best to turn off Fire and Water artes and skills until you defeat one of them. Once you defeat one, attack the remaining enemy exploiting its weakness.



The enemies are hovering in the air. It's reassuring to have Judith or Raven join the party, as they are good at attacking airborne enemies.

No. 137 (MAP) [redacted]

Arena city Nodpolica (→P216)

Sub-events

☐ Raven and the Heart Mageic Device →P329
☐ The First Step of Spirit Sorcery →P329
☐ Reasoning of Combat Techniques (1) →P329
☐ Skit Skit Yuri (2) →P330

To Spirit Exploration

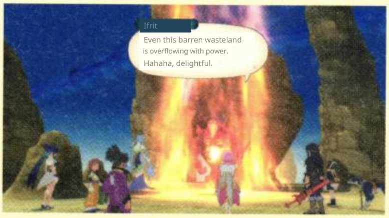
After leaving the arena, the party realizes they can oppose the Star-Eater using the power of spirits and magine devices. For now, leave the town and question Baoul about the location of the ancestral slave leaders who can be reincarnated as spirits. From there, you will continue your journey to meet the three ancestral slave leaders. The order is up to you, but it is most efficient to proceed in the order of Fellow Cliffs, Elearumin Quartz Forest, and Rerewize Ancient Cavern.

No. 138 Flame's Determination

(MAP)
Fellow's Rocky Outcrop (→P238)

Contact the Fellow flying in the sky

Above the Fellow's rocky outcrop in the Cogol Desert, a Fellow symbol is flying. Approach the symbol with Baoul to switch the scene to the Fellow's rocky outcrop and trigger an event. The party finds the wounded Fellow near death and urges him to be reborn as a spirit; he entrusts his life to Yuri and the others. This is how the fire spirit Ifrit is born.



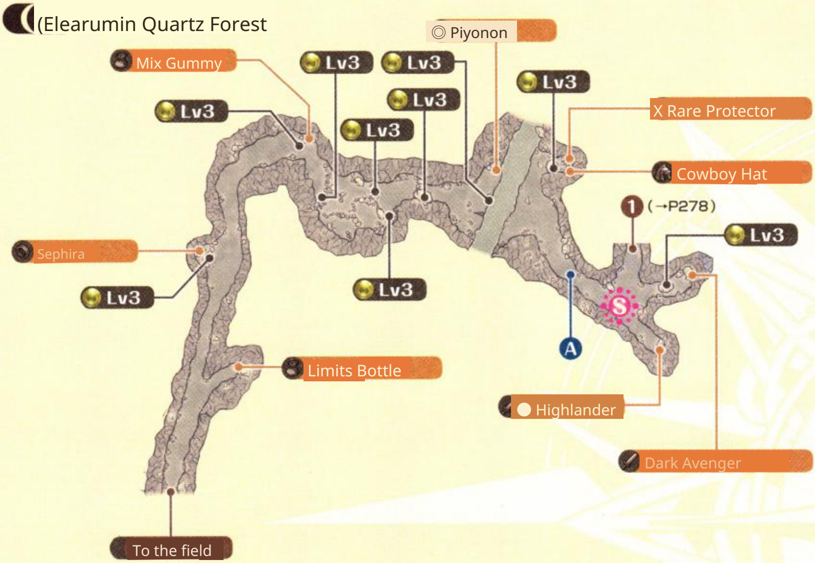
Ifrit
Even this barren wasteland is overflowing with power. Hahaha, delightful.

Ifrit cannot hide his astonishment at the overflowing power. With this, the fire and water spirits are gathered. The remaining spirits are earth and wind.

No. 139 ~ No. 140

Violet-gleaming Earth ~ Birth of the Earth Spirit

(Elearumin Quartz Forest



(Monster Data)

※ Humanoid monsters appear up to No.139; Moa Unico appears from No.151 onward

Pre

Humanoid AVV →P416

Dropped: Broken Short Sword	20%
Fallen Demon Hunter's Sake	35%
Fall Banashia Bottle	15%
Fall Milk	15%
Demon-Hunting Wine	25%

Mais

Humanoid →P417

Dropped: Monster Bone	35%
Fallen Demon Hunter's Sake	25%
Drop: Paralysis Bottle	20%
Drop: Mochimochin Powder	15%
Demon-Hunting Wine	25%

Jan Janble

Humanoid →P417

Dropped: Monster Bone	20%
Fallen Demon Hunter's Sake	35%
Drop: Stone Bottle	20%
Pine Gummi	20%
–	

Piman

Humanoid AAV →P419

Drop: Magic Book Fragment	25%
Drop: Demon Hunting Sake	25%
Drop Mind Bottle	15%
Miso	25%
–	

Horn

"European Type" →P428

Drop: Wolf Fang	20%
Drop: Fangbeast Pelt	20%
Circle Crystal	15%
Falling Beef	15%
Sun Crystal	15%

Christus Spirits

Demonic (→P441

Sauce Crystal	25%
Spectacles	10%
–	
–	
–	

Christea

Water Ty →P449

Drop Turtle Shell	25%
Drop Turtle Tail	20%
Minister Crystal	15%
Sun Crystal	10%
–	

Sasord

Insect type →P452

Drop Large Claw	20%
Drop Scorpion Tail	20%
Scorpion Tail	20%
–	
–	

Chiron

Insect type →P452

Fallen Insect Horn	25%
Falling Sharp Blade	20%
Dropped Simple Tent	20%
Dropped Kiwi	15%
[Sharp Blade]	15%

Quadra

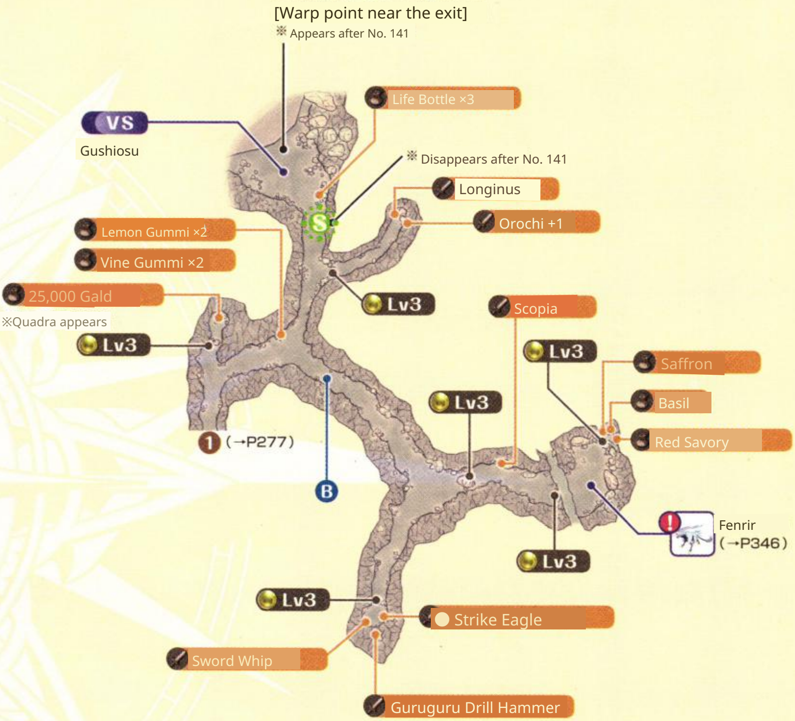
Inorganic Type →P456

Drop Fake Box Fang	35%
3 Makashu	25%
Drop Holy Bottle	15%
Sun Makashu	15%
–	

Moa Unico

Beast Type →P431

Falling Mane	20%
Minlu	15%
The Fallen Holy Horn	25%
Mane	20%
–	

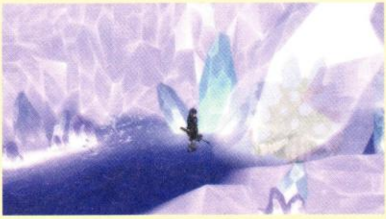

[Warp point near the exit]
※ Appears after No. 141
Life Bottle ×3
VS
Gushiosu
※ Disappears after No. 141
Longinus
Orochi +1
S
Lemon Gummi ×2
Vine Gummi ×2
25,000 Gald
※Quadra appears
Lv3
Lv3
Scopia
Lv3
Saffron
Basil
Lv3
Red Savory
1 (→P277)
B
Fenrir
(→P346)
Lv3
Lv3
Strike Eagle
Sword Whip
Guruguru Drill Hammer

No. 139 Violet-Glittering Earth (MAP)

Erealumin Quartz Forest

Cave formed of crystal

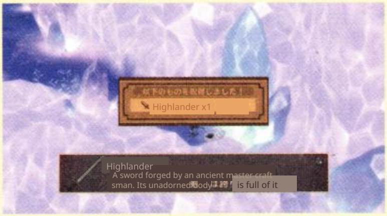
Erealumin is on a small island north of Kapua Torim. This place has passages blocked by crystal that must be destroyed with the Sorcerer's Ring to proceed with exploration. Along the way, many groups of "Demon-Hunting Swords" appear, so include a humanoid-strong Rapid in the party.



Some crystals hide monsters. Their forms are visible, so be prepared to fight.

Before challenging Gushios

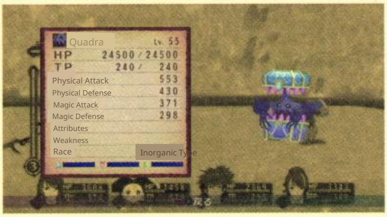
Ⓐ They then find an injured Nan. They take her along and head for the deepest area where Ⓑ Gushios is, and beyond there are numerous chests. You can skip the fight with the Gigant Monster Fenrir, but be sure to obtain the one weapon located just before it for the Gushios battle.



Highlander x1

Highlander
A sword forged by an ancient master craftsman. Its unadorned body is full of it

Chests inside caves contain the main weapons for all party members. If you obtain one, you should equip it right away.



Quadra	Lv. 55
HP	24500 / 24500
TP	240 / 240
Physical Attack	553
Physical Defense	430
Magic Attack	371
Magic Defense	298
Attributes	
Weakness	
Race	Inorganic Type

Quadra appears only here. If you want to complete the "Monster Encyclopedia" be sure to check it.

No. 140 (MAP) [redacted] Birth of the Earth Spirit

Erealumin Quartz Forest

Stop the rampaging Gushios

In the deepest area, Klint and Tison are fighting Gushios, but they are no match for Gushios, who has absorbed a massive amount of Ael. If Gushios runs wild like this, he will become a star-eater. Yuri and the others will have to fight in their place to stop Gushios.

VS Gushios

• BOSS DATA

Gushiosu →**P451**

HP 321020 | Race: Aquatic Type

Size: Extra Large | Attribute Fire, Earth, Wind, Water, Light, Dark

Drop: Strange Stone (100%)

ITEM None

Gushios may reflect normal attacks, creating a large opening when that happens. Focus on dealing damage with multi-hit artes and skills like Yuri's "Ensen-ya." Also, standing in front of him makes you prone to dangerous attacks such as "Vein of the Earth" "Motion" or "Roar," so it's better to move to his side or rear.

Secret Mission 21

Secret Mission

Condition	Make Gushios retract its tail, and when it raises its forelegs attack from close range to knock it down
Reward	Accessory "Amulet"

If you keep attacking Gushios's tail from behind, it will retract its tail. When Gushios raises its forelegs high in this state, you can achieve a down by attacking its hind legs. Techniques or skills with charging power, such as Yuri's "Claw Dragon Consecutive Fang" or Repede's "Swift Hound," are recommended. The reward "Amulet" is a powerful accessory that nullifies all status ailments. Be sure to obtain it.

A new spirit "Gnome" is born

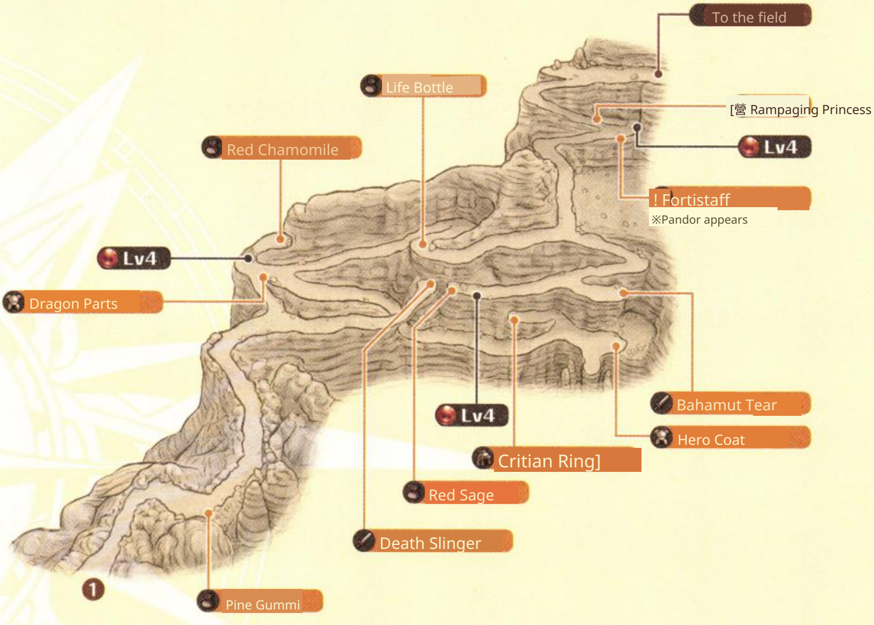
After defeating Gushios and obtaining the Holy Core, Yuri and the others succeed in spiritizing it with Estell's power. The earth spirit Gnome is born. After this, actions resume from the location of the Gushios battle, so return to the field and aim to become the next Founder's Chief.

SCENARIO

No. 141 ~ No. 142

Old Engraving of the Different Earth ~ The Spirit's Old Tale

Rerewize Ancient Cave

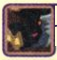

To the field
Life Bottle
[營 Rampaging Princess
Lv4
Red Chamomile
! Fortistaff
※Pandor appears
Lv4
Dragon Parts
Lv4
Bahamut Tear
Hero Coat
Critian Ring]
Red Sage
Death Slinger
①
Pine Gummi

(Monster Data)

Wheel Armored

Silent Type →P429

Falling Rubber Skin	25%
Dropped: Panacea Bottle	20%
Drop Pork	15%
Rubber skin	15%
–	



Spike Armored

Beast Type →P429

Drop Armadillo Spike	15%
Drop Rubber Skin	20%
Drop Panacea Bottle	15%
Drop Pork	15%
Rubber skin	15%

Loctus

Water Model →P449

Drop Turtle Shell	25%
Drop Wekea Ore	20%
Drop: Wekea Lizard Fossil	25%
Drop: Geo Stone	30%
Wekea Lizard Fossil	15%

Murder Cubid

Insect type →P453

Fallen Insect Wing	20%
Dropped Steel Harpoon	15%
Drop: Mixed Gummy	15%
Drop Banana	15%
Steel Harpoon	15%

Koron

Inorganic Type →P455

3 Magic Suppression Stone	35%
Drop Life Bottle	15%
Drop: Geo Stone	35%
Minister Silver Axe	25%
Geo Stone	25%

Pandore

Inorganic Type →P456

Drop Fake Box Fang	35%
Drop: Geo Stone	25%
Drop: Mochimochin Powder	15%
Geo Stone	15%
–	

Strong Lizard

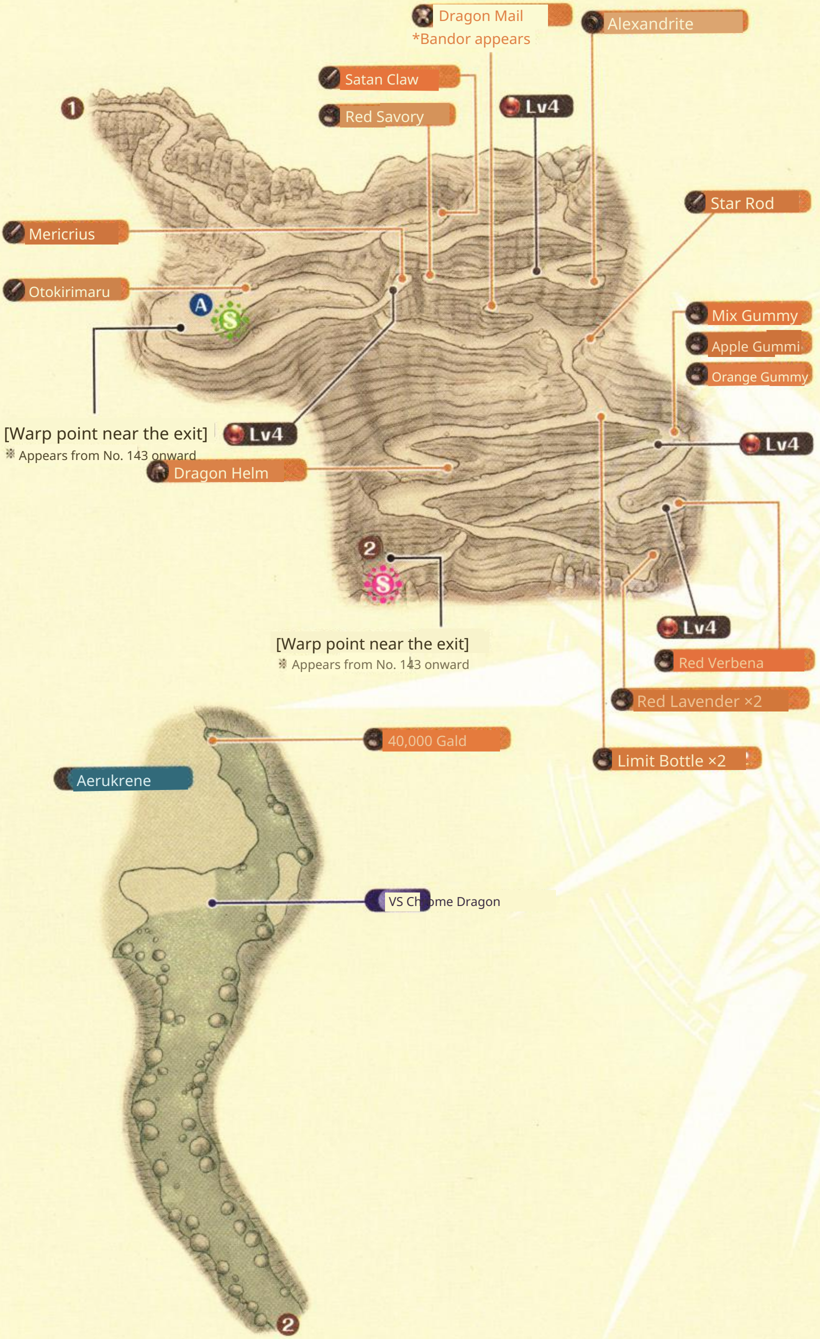
Scale →P459

Drop: Lizardman's Weapon	25%
Drop: Tough Hide	15%
Drop: Wekea Lizard Fossil	10%
Drop Potato	15%
Lemon Gummi	15%

Guts Cocatris

Scale Type →P460

Drop: Cockatrice Claw	25%
Drop: Cockatrice Beak	15%
Drop: Kujigumi	15%
Cockatrice Beak	10%
–	


Dragon Mail
*Bandor appears
Alexandrite
Satan Claw
Red Savory
Lv4
①
Star Rod
Mericrius
Otokirimaru
A
S
Mix Gummy
Apple Gummi
Orange Gummy
[Warp point near the exit]
※ Appears from No. 143 onward
Lv4
Lv4
Dragon Helm
②
S
[Warp point near the exit]
※ Appears from No. 143 onward
Lv4
Red Verbena
Red Lavender ×2
40,000 Gald
Limit Bottle ×2
Aerukrene
VS Chrome Dragon
②

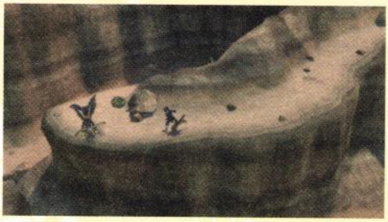
No Ancient Mark That Crawls the Earth

141 MAP

Rerewize Ancient Cave

Seeking the progenitor's vassal lord who waits deep within

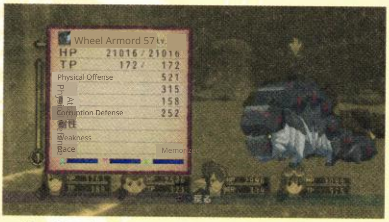
Lelewise is a series of mountain paths layered one after another. Deep inside the cave at the bottom of the slope awaits the progenitor's vassal lord, the Chrome Dragon. The passages are narrow and you are likely to come into contact with enemy symbols, so avoid unnecessary encounters during the journey and aim for the deepest part.



The area is characterized by a winding, narrow mountain path. Taking the wrong route results in significant loss, so proceed while checking the map.

What Duke's aim is

If you take every fork in the road to the left, you will meet Duke at point A. After learning the party's objective, he leaves looking disappointed. For the subsequent forks, the correct route is right → down → right → down → left. If you proceed to the back of the cave beyond point ②, you will fight the Chrome Dragon.



Some enemies only appear under specific weather conditions. Be careful not to miss any when filling out the "Monster Bestiary".

Chrome
Your strength,
we will put to the test!

The Chrome Dragon attacks to test whether Duke has the power to stop the "Radiant Star".

VS Chrome Dragon

• BOSS DATA

Chrome Dragon →P460

HP 393300

Race: Scale-type

Size: Huge

Attributes: Fire Earth Wind Water Light

ITEM

Fallen Seven-colored Lens (100%)

Red Sage (15%)

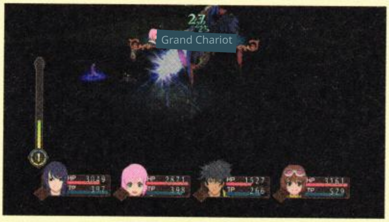
The Chrome Dragon unleashes increasingly powerful attacks as its HP decreases. Use Rita's "Rock Break" and "Violent Pain" to target its weaknesses, and when the Chrome Dragon's HP falls to around one-quarter, activate Over Limit. Fight with the intention of finishing it off quickly using Burst Artes or Mystic Artes.

Secret Mission 22

• Secret Mission

Conditions Attack and exploit the opening after the Chrome Dragon's "Quake Wing Spread" to inflict a Down

Reward Accessory "Hunter's Monocle" When the Chrome Dragon jumps up and performs the body-press move "Quaking Wings Spread," it uses this attack when its HP is 60% or lower. Because this attack has a short wind-up, look for an opening while moving freely. When the Chrome Dragon takes off, immediately slip into its blind spot to guard and then land normal attacks.



As soon as you confirm it has leapt up, approach immediately. You can also deal with attacks other than "Earthquake Wing Spread".

No. 142 MAP

Tales of the Spirits of Old

Rerewize Ancient Cave

Birth of the Wind Spirit Sylph

Defeat the Chrome Dragon and the spirit Sylph is born. If you return the way you came, you'll be given the option to ride the Baul with A; if you have nothing left to do, choose "Yes." Once the four spirits are gathered, head to Capua Nor to make preparations to defeat the Star-Eater.

No. 143 ~ No. 148 Spiritizat on, and ~United Hearts

No. 143 Spiritification, and

((MAP))

Port Town Capua-Nor

Sub-events

☐ Anxiety about spiritification	→P330
☐Sorcerer's Ring Changes (2)	→P330
Koumaken (2)	→P330
☐Great Deep Hollow Zone	→P331
☐ Sorcerer's Ring transformation (3)	→P331

Shopping in Kapua Knoll

When you arrive at Kapua Knoll, Rita and Estelle, who want to go shopping, will temporarily part ways with you. Go to the inn and wait in your room for their return. Eventually, Rita and Estelle return after buying materials for a device that concentrates the spirits' power, and the party takes a short rest at the inn. That night, Patty goes out of the inn by herself, so follow her to Dock 2 behind Ragow Manor.

We
ll then, shall we all sneak a peek?

Since seeing the Renansra Rock Hollow's tombstone, Patty has become quieter. The party, worried about her, follows after her.

No. 144 The Summoned Ghost Ship (MAP)

Port town Kapua Nor (→P174) ~ Ghost Ship Arselm (→P212)

To the Arselm off the coast of Nor Port

Patti was trying to settle the issue with Ifrit on her own. When she raises the "Beautiful Star" toward the sea, a beam is fired and the Arselm appears offshore. After joining up with Patti, board a small boat from Dock 2 and the setting will switch to the Arselm.

Climb the rope ladder to the upper deck

Proceeding along the deck, the Wandering Corpse Berserker appears above the captain's cabin. Climb the rope ladder you used on the previous exploration return route up to the captain's cabin, then use ladder ⑨ to go up to the upper deck. There, with a party that includes Pa
You will fight the Wandering Corpse Berserker again with the party.

This is the second time exploring the Arselm, but there are no new treasure chests. If you haven't missed anything, proceed up to above the captain's c

VS Wandering Corpse Fierce Warrior (2)

•BOSS DATA

Wandering Corpse Fierce Warrior (2) →P443

HP 265,400 Type: Magical Beast>

Size: Huge Attributes: Fire, Earth, Wind, Water, Light, Aura

ITEM Drops: Pirate Hat (100%)
Specific (20%)

The "Volganic Stomp" and "Severed Fate α" used by the Wandering Corpse Fierce Warrior cause stun. Both have extremely wide attack ranges, and the latter can stun even if you guard. Equip the playable character with "Piyonon" to counter this.

Secret Mission 20

Secret Mission

Condition	During battle, use the valuable item "Beautiful Star"
Rewards	Accessory: "Blue Sefira"

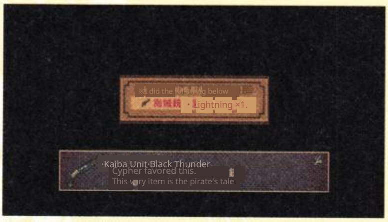
This secret mission can be completed simply by using the valuable item "Beautiful Star" obtained in Zaude Citadel. At that time the Wandering Corpse Fierce Warrior will always kneel, so use it to interrupt the enemy's powerful attacks.

No. 145 Identity of the Girl

((MAP)) Ghost Ship Aserum (₱212)

Patti's Resolution

After the battle ends, the wandering corpse's berserker regains self-awareness as Aifreed's right-hand, Cipher. It then becomes clear that Patti is in fact Aifreed himself. To free Cipher, who has turned into a monster, Patti shoots him with a gun. After this, the scene automatically switches to the inn in Kapua-Noru.



※I did the following below
海賊銃 ・Lightning ×1.

·Kaiba Unit·Black Thunder
Cypher favored this.
This very item is the pirate's tale

When you free Cypher, you can obtain the valuable item "Fragrant Coral" and Patty's sub-weapon "Pirate Gun: Black Thunder."

No 146 Ancient Tower that Revives

((MAP)) Port town Capua Nord (→P174)

• Tarcarron, Emergence

At dawn, a great earthquake strikes Kapua Nole. When leaving the inn, you can see a gigantic tower rising into the sky above Aspio, and a townsperson who appears there tells you that someone is looking for Yuri. If you go to the room on the left side of the inn, you can meet Sodhia and Wichil, subordinates of that person, Fren. According to Wichil, Fren is fighting a group of monsters to protect a convoy that drifted to the Hipionea Continent. To save Fren from danger, leave Kapua Nole and head northeast to the Hipionea Continent.

The tower's appearance causes Aspio to disappear. From then on, some of the sub-events that would have occurred in Aspio take place in other locations.

No. 147 Friend in Peril

((MAP)) Hippionia Continent · Northeast

Sub-events	
☐Future of the Magick Device	→P331
Promise	→P331
☐ Tomb of the Hope Mirror (1)	→P395
☐ Happy Wandering	→P331
Ronan Island	→P367
☐ Poker	→P368
☐ The Casino Is a Good Place	→P368
☐ Gambling Life	→P368
☐Humming Cowherd	→P368
☐ Skit Player V	→P368
☐Movie Player V	→P368
☐ Tales of Doraspi	→P369
☐ Doctorate	→P369
☐ A connoisseur of misery	→P369
☐ I want to fight that guy again!	→P369
Oral Preference Toy (2)	→P365
☐ Fragments of memory (2)	→P332
Rokuroomu helped me	→P332

Make haste to the Hipionea Continent

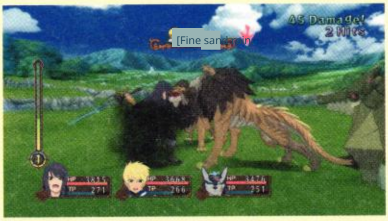
Riding the Baurl toward the northeast of the Hipionea Continent, the party witnesses a large number of monsters that have lost control. There, Yuri suggests using the device Rita made to concentrate the power of the spirit, and the valuable item "Shining Star No. 1" is obtained. After that, they spot Fren and Lubran fighting to protect refugees and land a little distance away from them. This place, where waves of monsters rush in, has poor visibility and many enemy symbols, so trying to dash through can easily trigger surprise encounters and encounter links. If you advance for a while you can join up with Fren and the others, but it is recommended to proceed along the edge where there are fewer enemy symbols.

ユーリ
"Rita, can that Rita-made reducer be used?"

"Shining Star No. 1" is a decisive weapon to fight the star-devourer. Yuri intends to have it do a test run against the monsters.

Now into the heart of the monsters

When they join up with Fren and the others, Yuri, Rapide, and Fren will fight a total of 31 enemies appearing one after another. There are seven types of monsters that appear below. All of them can be defeated quickly with Fatal Strike, but because there are so many, avoid being surrounded. Be especially careful not to be flanked by enemies like Rebe and Mantis that cause status abnormalities. Also, the last enemy to appear, the Larsnail, has very high HP and tends to lead to a long battle. It is best to either defeat the other enemies first and then focus attacks on it, or land a green Fatal Strike and take it out in a single blow.



Prepare the controllable characters for enemies that cause status ailments,
It is recommended to equip the "Amulet" and fight.

• MONSTER DATA

	Reve	HP 14200	Race: Beast-type	→P428
	Size: Medium	Attributes: Fire, Earth, Wind, Water, Light, Garden		
	Exlinox	HP 20360	Species: Beast	→P429
	Size: Medium	Attributes: Fire, Earth, Wind, Water, Light, Garden		
	ラスネイル (Rasuneiru)	HP 100000	Race: Beast-type	→P431
	Size: Large; Attributes: Fire, Earth, Wind, Water, Li			
	Axyah	HP: 19800	Type: Aquatic Combatant A	→P448
	Size: Large	Attributes: Fire, Earth, Wind, Water, Light, Dark (Fire Earth Wind Water Light Dark)		
	Eldas	HP 13397	Race: Aquatic Type	→P449
	Size: Large; Attributes: Fire, Earth, Wind, Water,	ark (Fire Earth Wind Water Light		
	Killer Bee	HP 14650	種族 Insect Type V	→P453
	Size: Small	Attributes: Fire, Earth, Wind, Water, Light, Garden		
	Mantis	HP 25000	Exhibition Insect-ty	→P454
	Size: Large	Attributes: Fire, Earth, Wind, W		

No.148 United Hearts

((MAP))

Hybionia Continent · Northeast ~ Guild Cave Dungrest (→P191) ~ Arena City Nodpolica (→P216)

Sub-events

☐ Guild Jobs (6)	→P332
☐ Teaching of the Sea Spirit's Fang	→P333
☐ Aifreed's Important Thing	→P333
☐ Loves theater	→P369

Night at the Camp

When the monsters are repelled, the monsters disperse like mist by the power of "Morning Star No. 1," and the scene switches to a campsite on the Hybionia Continent. They explain to the people of the world め、Yuri and the others propose gathering Yodel, the Guild Union, and the "Hall of Warriors." They leave Yodel in Flen's care and head for Dungrest and Nodpolica.

ナッツ
Understood. Those arrangements are on your side
there finished, I'll wait.

After parting with Flynn, we'll set out for Dangrest and Nordpolica.
The order in which we go to them doesn't matter.

Tour the town and gain cooperation

In Dangrest, if you go to the Great Chief's private room at the Guild Union headquarters, Harry will get you to promise something. In Nodepolica, just entering the town will secure Nuts' cooperation. After talking with the two of them, return to the northeastern campsite on the Hipionia Continent. Note that at this point you can view all the subevents on Nam Islet, so it's a good idea to check them before returning to the campsite.

パティ
When the time comes, people will demonstrate astonishing power like

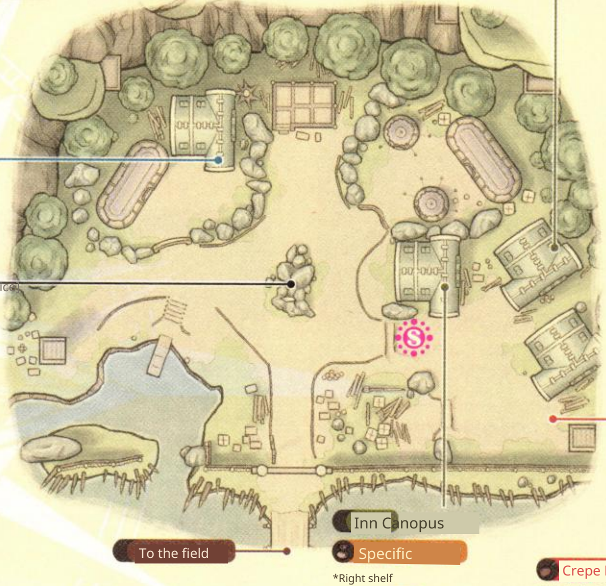
With the world's crisis looming, people's mindsets also seem to be changing. A summit to oppose the Star-eater will soon be held.

SCENARIO

No. 149 ~ No. 150

To defeat the Star-eater — a city burning with hope

Ornion, Land of Aspirations



Knights Order Head

Limits Bottle ×3

*Back shelf

[Barrier Magic Device]

Shop — Market of Happin

Inn Canopus

Specific

*Right shelf

Treat

*Left shelf

To the field

Crepe Recipe

※ Scarecrow's Symbol (Sub Event "Ornion" (until cleared) (→P333)

Shop Data

Market of Happiness, Market of Happiness (Ornion Store No. 1)

Category	Item Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Pine Gummi	1500
	Miracle Gummi	3000
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500
	Panacea Bottle	1000

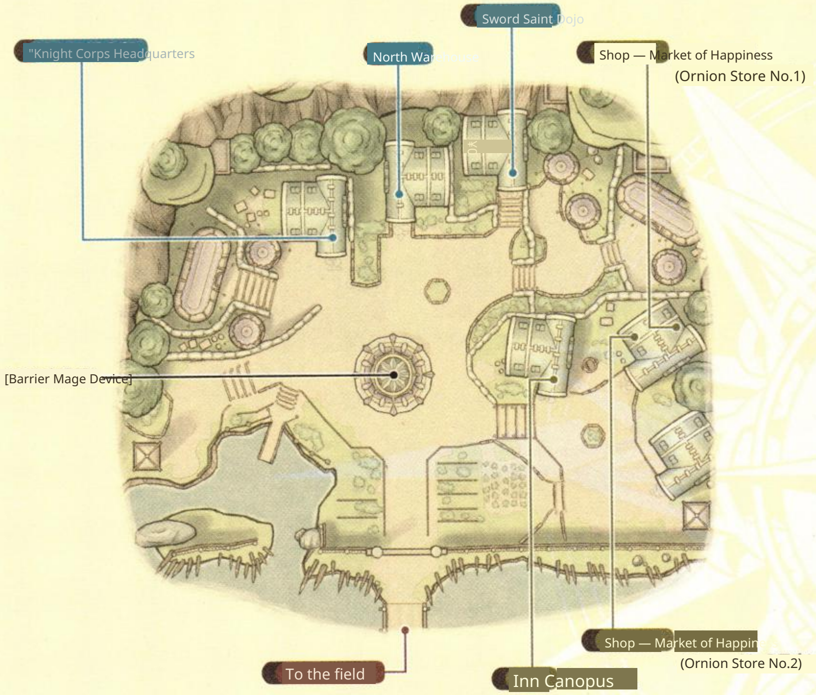
Category	Product Name	Price
Items	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
	Simple Tent	250
	Tent	500
	Barrier	1000
Weapon:	Holy Avenger 40000	
	Silver Edge	38000
	Bahamut Tear	29000
	Super Electroshock Yo-yo	42000
	Storm Slayer	52000
	Gae Bolg	35000
	Otokirimaru	33000

Category	Product Name	Price
Weapon:	Geminio	36000
Head	Dragon Helm	6800
	Platinum Circlet	6200
	Magical Ribbon	6500
Body	Rune Mail	14000
	Rune Jacket	14400
	Rune Cloak	13200
	Rune Coat	13500
	Faithful Dog's Bellyband	11500
Accessory	Paladin Mantle	5000
	Black Onyx	10000
Ingredients	Beef	100
	Chicken	80
	Pork	80
	cabbage	50

Category	Item Name	Price
Ingredients	Lettuce	50
	Cucumber	40
	Carrot	40
	Onion	30
	Daikon (Japanese radish)	40
	Shiitake (shiitake mushroom)	50
	Tomato	40
	Potato	30
	Chinese cabbage (hakusai)	40
	Rice	80
	Bread	80
	Mochimocchin Powder	50
	Egg	20
	Milk	20

Ornion, Land of Aspirations (After Development)

*Appears after the sub-event "Ornion" (→P333)


"Knight Corps Headquarters
North Warehouse
Sword Saint Dojo
Shop — Market of Happiness
(Ornion Store No.1)
[Barrier Mage Device]
To the field
Inn Canopus
Shop — Market of Happiness
(Ornion Store No.2)

Shop data)

Market of Happiness (Ornion Store No.2)

Category	Product Name	Price
Item	Kuzigumi	10
Decoration	Flare Mantle	2000
	Aqua Mantle	2200
	Wind Mantle	3000
	Earth Mantle	3400
	Resist Ring	6000
	Protect Ring	6000
	Garnet	8000

Category	Product Name	Price
Decoration	Aquamarine	8000
	Opal	8000
	Ruby	8000
	Diamond	10000
	Amethyst	10000
Ingredient:	Tuna	80
	Mackerel	40
	Scallop	60

Category	Product Name	Price
Ingredients	Salmon	40
	Squid	40
	Shrimp	40
	Peach	40
	Apple	40
	Kiwi	40
	Strawberry	20
	Banana	20

Category	Item Name	Price
Ingredient	Orange	20
	Tofu	20
	Comp	20
	Nori	30
	Miso	150

No. 149 To defeat the Star Eater

((MAP))

Hybionia Continent - Northeast

Summit Meeting

After securing a promise with Nats and Harry and returning to the camp, Kaufmann's efforts complete the fort. Inns, shops, and other facilities become available. After explaining the situation to the empire and guild leaders and stepping outside, Flynn is said to be waiting for Yuri in front of the barrier magic device. If you talk to him, you will have to fight him.

フレン
Is that enough?

If you talk to Flynn while your HP or TP is reduced, the battle will start with those reduced values. Heal at an inn before the fight.

VS Flynn (2)

• BOSS DATA

Fren (2) →P425

HP 126200 Race: Humanoid AV

Size: Medium Element: Fire, Earth, Wind, Water, Light, Dark

ITEM Drops: Imperial Medal of Honor (100%) / Alexandrite (100%)

盗 None

Yuri fights Flynn alone. The basic tactic is to make Flynn miss his attack with a free run and strike during that opening. Flynn restores HP with "First Aid" and "Protective Barrier," so maintain close range. Also, when Flynn's HP falls to 60% or below he uses "Holy Lance." If you see the spellcasting, attack immediately to stop the chant. The story progresses even if you are defeated here, but the two items above can only be obtained if you win.

1063 Damage!
1 Hit
1063

When Flynn is near death he will recover with "First Aid" or "Protective Barrier." Overwhelm him quickly.

Secret Mission 23

• Secret Mission

Condition Have Flynn (2) use all artes and skills, including his Mystic Art

Reward Accessory "Paladin Mantle"

If you have Flynn use all of the following 16 artes and skills, you can clear the secret mission. The artes and skills he uses increase in three stages depending on Flynn's remaining HP. Group A artes/skills are used from the start; Group B begin at about 80% HP or below; Group C begin at about 50% HP or below. Note that the Mystic Arte "Light Dragon Annihilating Fang Spear" will always be used by Flynn as a counter when Yuri unleashes a Mystic Arte.

Light Dragon Reduced Fang Comb
22 Damage!
1 Hit

Fren will repeatedly use her Mystic Arte once she uses it once. It is safer to wait until she has used all other spells and techniques before targeting

- Spells, techniques, and Mystic Arte used by Fren (2)

A	Demon God Sword
	Swift Blade
	Majin Renga Slash
	Roar of the Lion
	爪 Dragon Linked Fang Slash
	Light Soaring Wing
	Luminant Scythe
B	Tiger Fang Break Slash
B	Demon Emperor
	Holy Lance
	Crimson Flame Sword
	Sky-cleaving Blade
	Flying Sky Dash
C	Guardian Formation
	First Aid
Tome	Feast Light Sound Wave Fang

No. A City Ablaze with Hope

150 (MAP)))

Ornion, Land of Aspirations

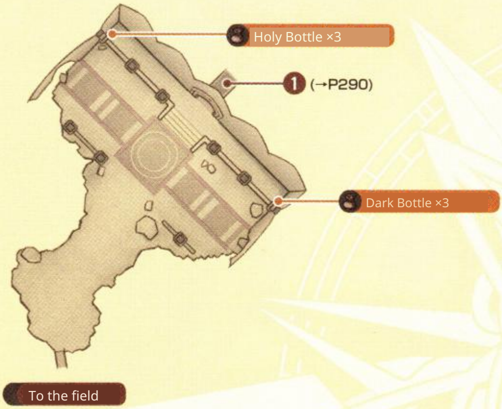
Believing in each one's "justice"

After clashing swords with Phren and then going near the barrier magic device, you'll finally be ready to board Tarcalon. After that, when you stay at an inn, each of your companions speaks of their resolve, and at dawn you depart the town. At this time Phren joins the party, and Yuri's main weapon "Myōjō No.2" is obtained. Since you begin acting while aboard the Baul, if you have nothing else left to do, head straight for Tarcalon.

No. 151 ~ No. 154

Ancient Tower ~ Guild of Hope

Ancient Tower City Tarcalon



(Monster Data)

Schwert
Beast Type →P429

Drop: Fangbeast Pelt	25%
落 Lion's Fang	20%
落 Lion's Strong Fang	15%
落 Treat	10%
Lion's Fang	20%

Ex Unico
Beast Type →P431

落 Mane	25%
链 Hoof	15%
The Fallen Holy Horn	15%
Holy Horn	15%
–	

Grimza
Silent Type →P431

Fur Drop	35%
落 Bio Claw	25%
落 Treat	20%
Bio Claw	10%
–	

Hysteric Purple
Magical Creature Type →P440

落 Soul Fragment	35%
Drop: Dark Bottle	15%
Soul Fragment	15%
–	
–	

Canosso
Aquatic- →P449

Drop Turtle Shell	20%
Drop Turtle Tail	25%
Drop Pine Gummy	15%
Turtle Tail	20%
–	

Death Seeker
Insect type →P452

Drop Large Claw	25%
Drop Scorpion Tail	15%
Large Claw	20%
–	
–	

Silver Stag
Insect type →P452

Fallen Insect Horn	15%
Falling Sharp Blade	20%
Drop: Seal Bottle	15%
Sharp Blade	15%
–	

Gunhone Net
Insect type →P453

Fallen Insect Wing	25%
Falling Navi Metal	15%
Drop Holy Bottle	15%
Navi Metal	10%
–	

Flora Mantis
Insect type →P454

Fallen Scythe of Hell	25%
Falling Navi Metal	25%
Pine Gummi	10%
–	
–	

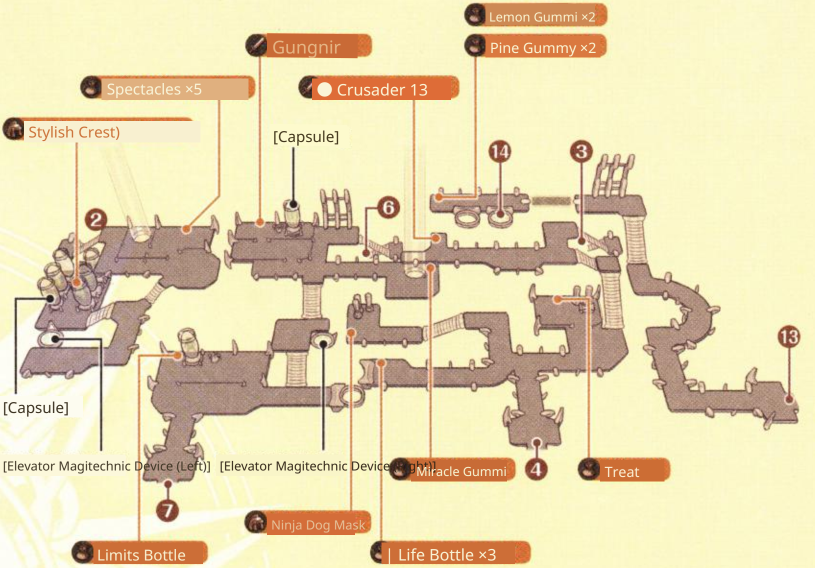
Hammer Golem
Inorganic Type →P455

Falling Navi Metal	35%
Sun Magic Ore	25%
Sun Silver Mine	30%
Day: Silver Coin	15%
–	

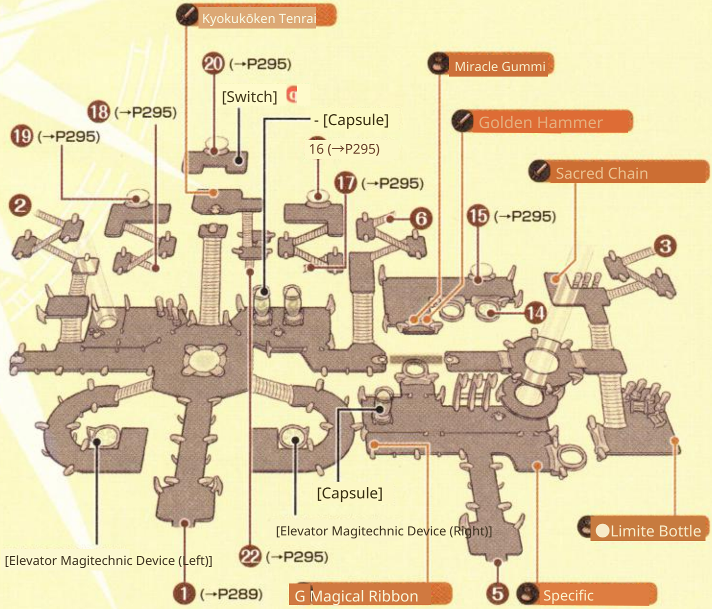
Phantil
Scale Type →P459

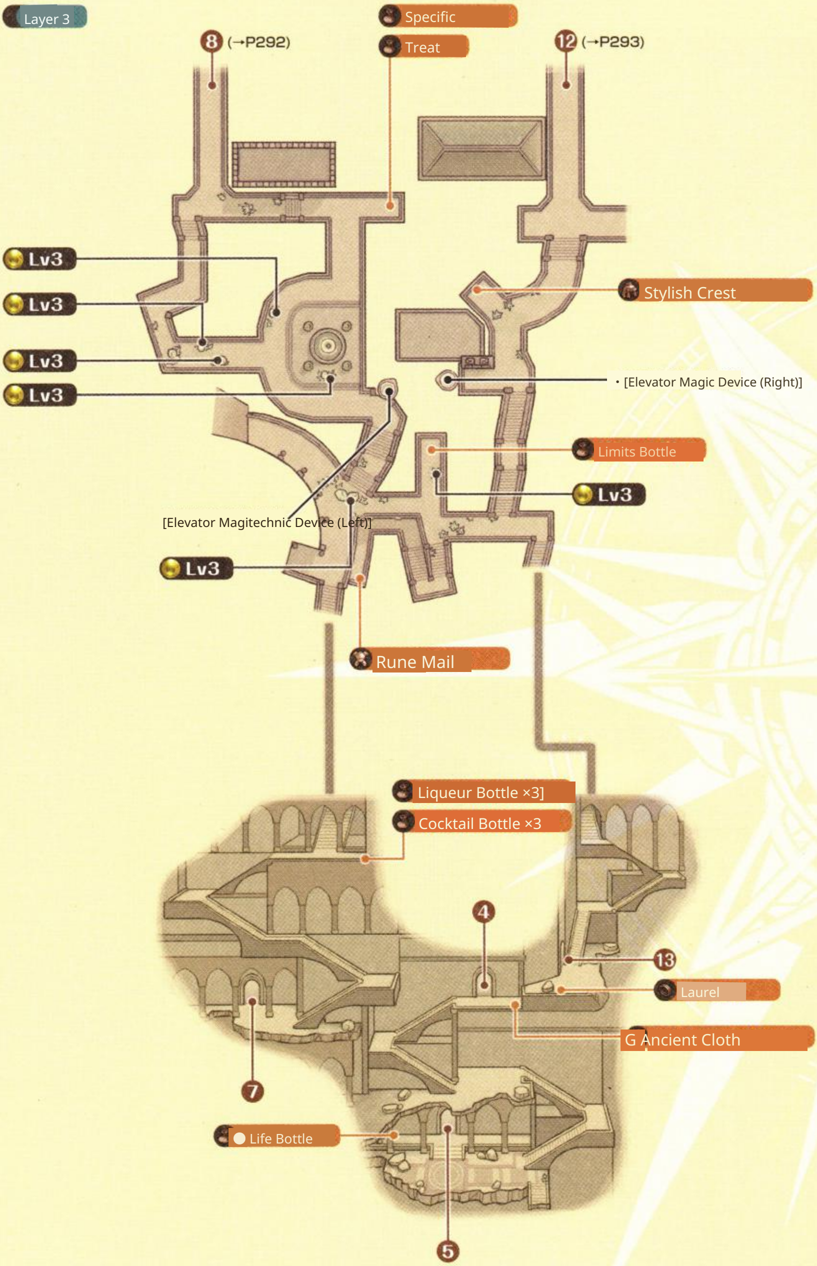
Falling-Scale Dragon Skin	15%
Dropped Hard Thorn	20%
Drop: Air Stone	15%
Hard Thorn	20%
–	

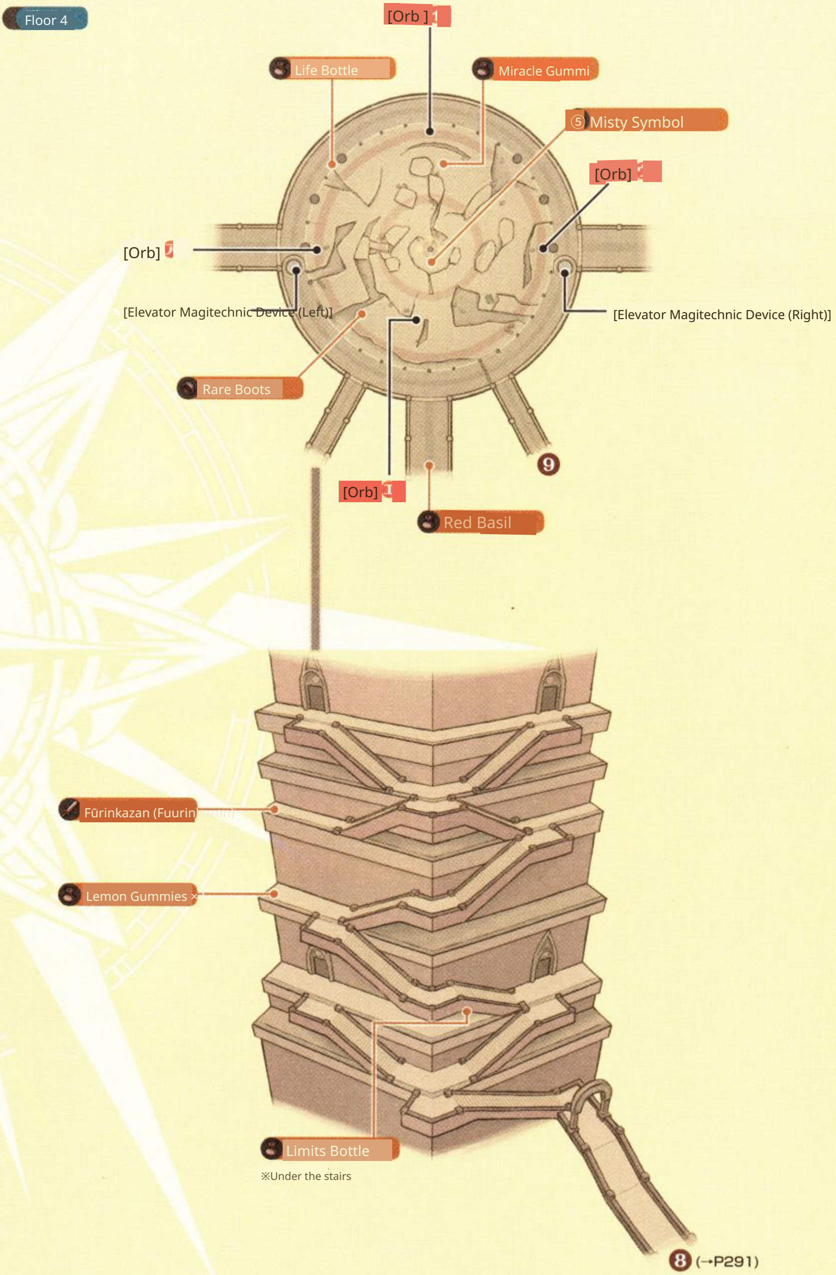
Floor 2

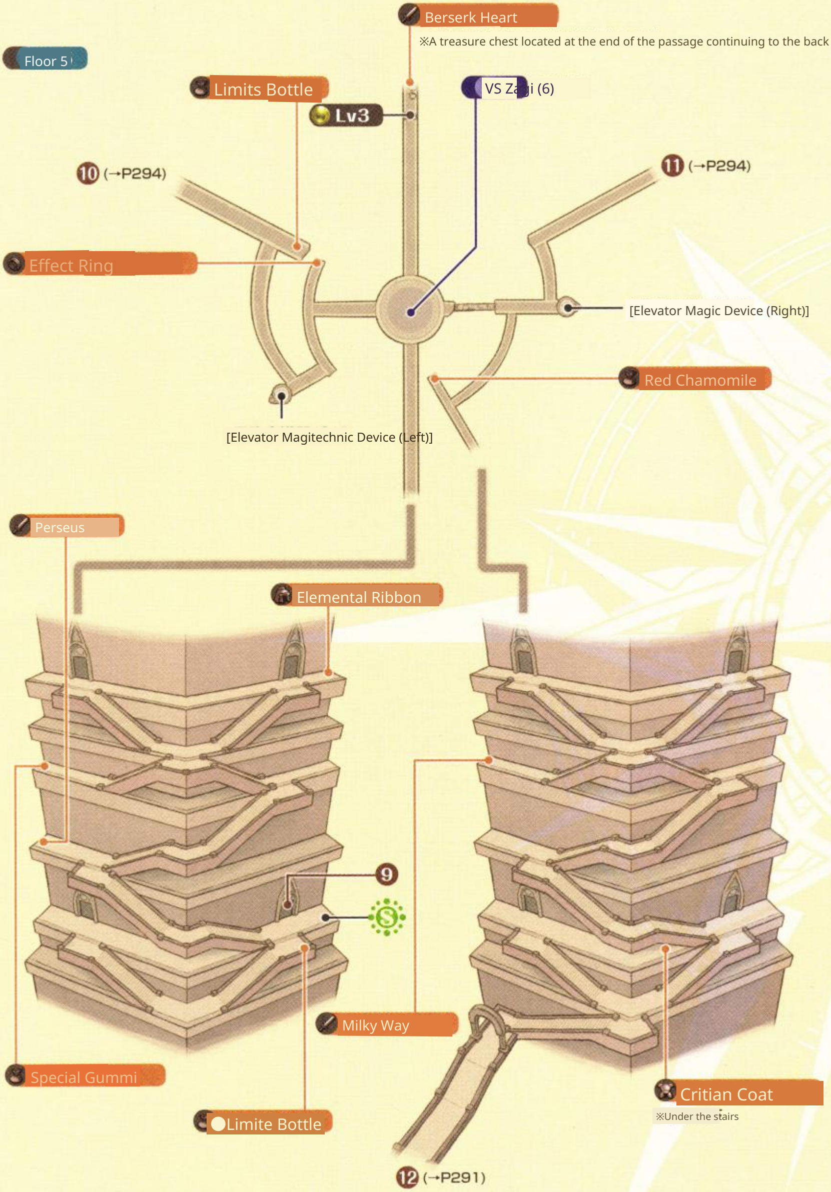

Lemon Gummi ×2
Gungnir
Pine Gummy ×2
Spectacles ×5
Crusader 13
Stylish Crest)
[Capsule]
14
3
6
2
13
[Capsule]
[Elevator Magitechnic Device (Left)]
[Elevator Magitechnic Device (Right)]
Miracle Gummi
4
Treat
7
Ninja Dog Mask
Limits Bottle
| Life Bottle ×3

階層 1


Kyokukōken Tenrai
20 (→P295)
Miracle Gummi
[Switch]
18 (→P295)
- [Capsule]
Golden Hammer
19 (→P295)
16 (→P295)
Sacred Chain
17 (→P295)
2
6
15 (→P295)
3
14
[Capsule]
[Elevator Magitechnic Device (Right)]
●Limite Bottle
[Elevator Magitechnic Device (Left)]
22 (→P295)
1 (→P289)
G Magical Ribbon
5
Specific

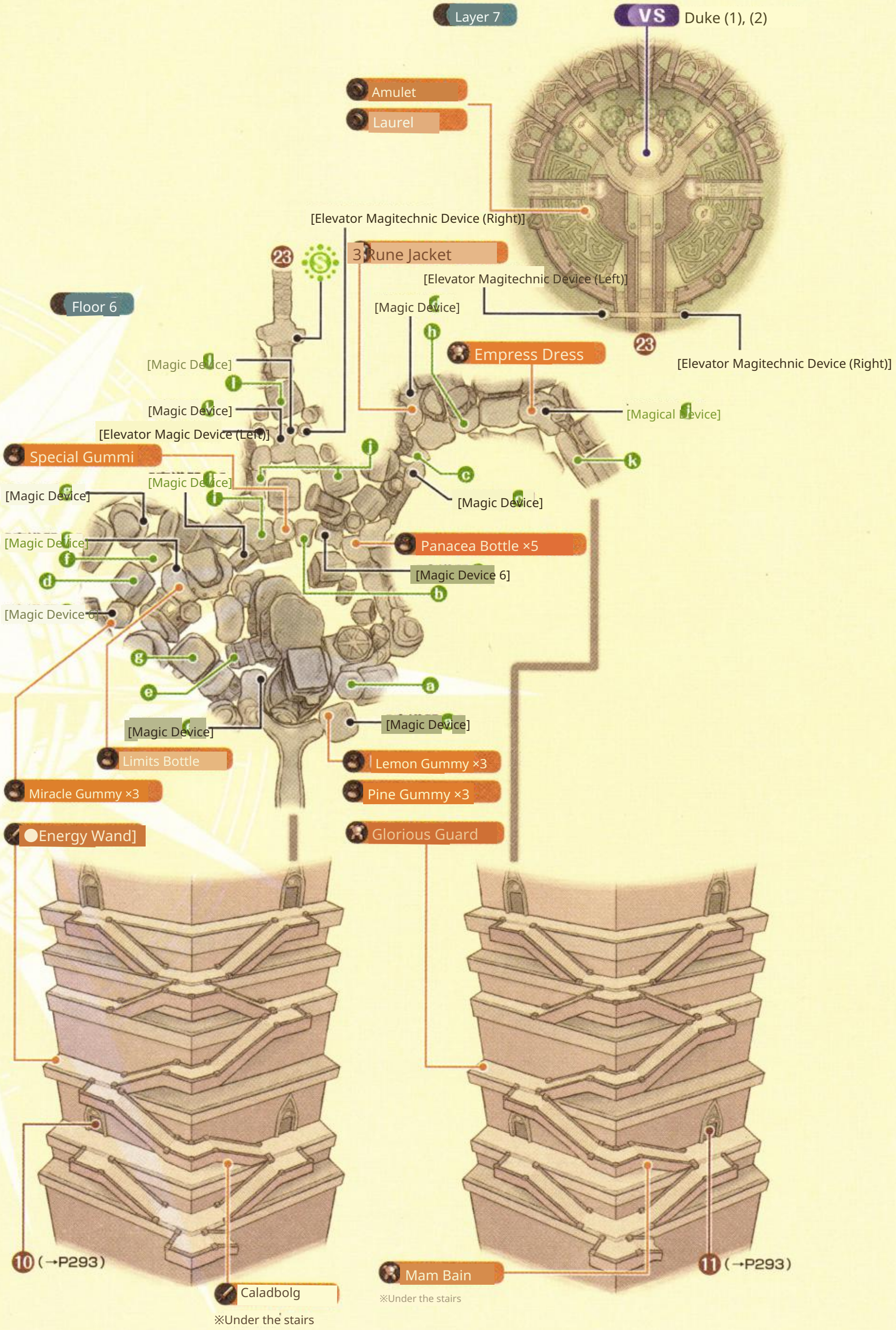

Layer 3
Specific
Treat
8 (→P292)
12 (→P293)
Lv3
Lv3
Lv3
Lv3
Stylish Crest
・[Elevator Magic Device (Right)]
Limits Bottle
Lv3
[Elevator Magitechnic Device (Left)]
Lv3
Rune Mail
Liqueur Bottle ×3]
Cocktail Bottle ×3
4
13
Laurel
G Ancient Cloth
7
Life Bottle
5


Floor 4
[Orb]
Life Bottle
Miracle Gummi
⑤ Misty Symbol
[Orb]
[Orb]
[Elevator Magitechnic Device (Left)]
[Elevator Magitechnic Device (Right)]
Rare Boots
9
[Orb]
Red Basil
Fūrinkazan (Fuurinkazan)
Lemon Gummies ×
Limits Bottle
※Under the stairs
8 (→P291)


Floor 5
Berserk Heart
Limits Bottle
Lv3
VS Zagi (6)
10 (→P294)
11 (→P294)
Effect Ring
[Elevator Magic Device (Right)]
Red Chamomile
[Elevator Magitechnic Device (Left)]
Perseus
Elemental Ribbon
9
S
Milky Way
Special Gummi
Limite Bottle
Critian Coat
12 (→P291)

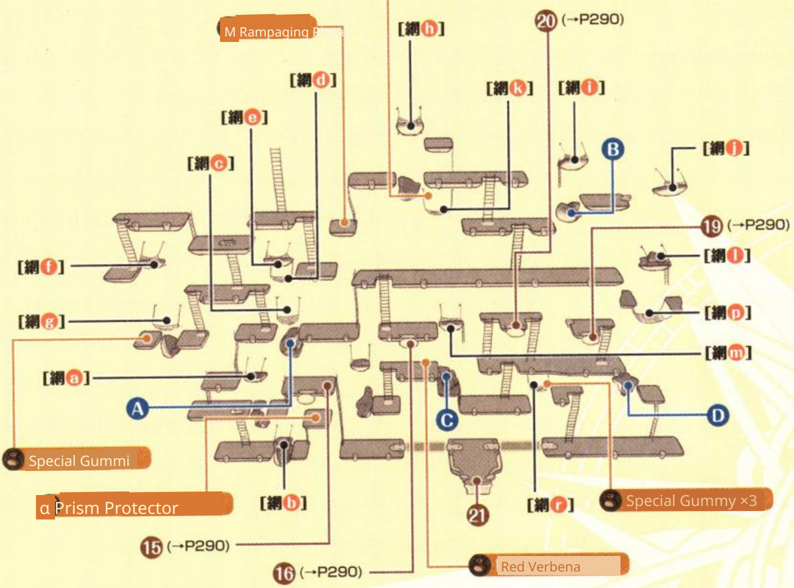
※A treasure chest located at the end of the passage continuing to the back

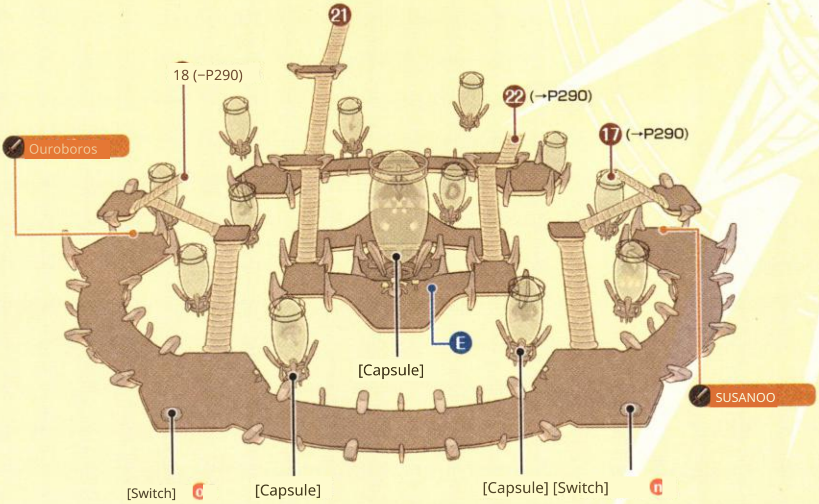
※Under the stairs


Layer 7
VS Duke (1), (2)
Amulet
Laurel
[Elevator Magitechnic Device (Right)]
23
S
3 Rune Jacket
[Elevator Magitechnic Device (Left)]
Floor 6
[Magic Device]
h
Empress Dress
23
[Elevator Magitechnic Device (Right)]
[Magic Device]
i
[Magic Device]
[Elevator Magic Device (Left)]
[Magical Device]
k
Special Gummi
j
[Magic Device]
c
[Magic Device]
[Magic Device]
[Magic Device]
[Magic Device]
f
Panacea Bottle ×5
d
[Magic Device 6]
b
[Magic Device 6]
g
e
a
[Magic Device]
[Magic Device]
Limits Bottle
Lemon Gummy ×3
Miracle Gummy ×3
Pine Gummy ×3
Energy Wand]
Glorious Guard
10 (→P293)
11 (→P293)
Mam Bain
※Under the stairs
Caladbolg
※Under the stairs

Ladder area

※To burn the net in the ladder area, all Sorcerer Ring Lv4 or higher is required


9 All Divide
M Rampaging Pl
[網h]
⑳ (→P290)
[網d]
[網e]
[網k]
[網i]
B
[網j]
[網c]
⑲ (→P290)
[網f]
[網l]
[網g]
[網p]
[網m]
[網a]
A
C
D
Special Gummi
α Prism Protector
[網b]
㉑
[網r]
Special Gummy ×3
⑮ (→P290)
⑯ (→P290)
Red Verbena


㉑
18 (−P290)
Ouroboros
㉒ (→P290)
⑰ (→P290)
[Capsule]
E
SUSANOO
[Switch]
[Capsule]
[Capsule] [Switch]

No. 151 To the Ancient Tower

((MAP))
Ancient Tower City Tarcalon

Sub-events

☐Ornion	→P333
☐The Knight Order's Greatest Secret Technique	→P333
☐Feelings for the Knight Order	→P334
☐ Proof of Succession	→P334
☐ Sword Buddy	→P334
☐ Final Decision	→P334
☐ Encouragement of Schwan's Squad (1)	→P334
☐ A New Captain of the Knights Is Born!	→P334
☐Things I Like (2)	→P335
☐Dialogue of the Spirits	→P335
☐Storage Organization (Ornion)	→P350
☐ Imperial Chamberlain's Travel Notes	→P335
☐Let's Go to the Hospital	→P335
☐The Real Reason (1)	→P335
☐ The Real Reason (2)	→P335
☐Rapido's Owner	→P336
☐Brynhildr (3)	→P336
☐Challenge from the Brave	→P336
☐ Path to the Great Boss	→P336
☐Gratefulness in the Lower Town	→P336
☐ For Whom (2)	→P336
☐[Stimulus-Loving Sicily	→P337
☐ Harul's Tree	→P337
☐ Rapido's Bloodline (1)	→P337
Roraped's Lineage (2)	→P338
☐One Night of Special Training	→P338
☐Flynn's Trial	→P377
☐Sicily's Inspiration	→P338
☐Secret Modification	→P338
☐Shout at the Top of Your Lungs!	→P338
☐ Guild Quests (7)	→P339
☐Guild Quests (8)	→P339
☐A Gathering of Technical Mastery	→P339
☐The Path of the Mage is Endless	→P339
☐ Proof of the Cook	→P339
☐Arijigoku (5)	→P340
☐Protective Power	→P340
☐ Translation of Combat Technique Allocation (2)	→P340
☐ Your Dazzling Swimsuit Appearance (1)	→P340
☐ Your Dazzling Swimsuit Appearance (2)	→P340
☐ Illusion	→P341
☐ Open-air Bath Sounds Nice (4)	→P366
☐A Good Boss	→P366
☐ Hot Spring Part-Time Job Again (1)	→P366
☐Hot Spring Part-Time Job Again (2)	→P366
☐Leader, Sortie	→P341
☐Love Love ♥ Yuri (3)	→P341

✸ Conquer the Giant Ancient Tower

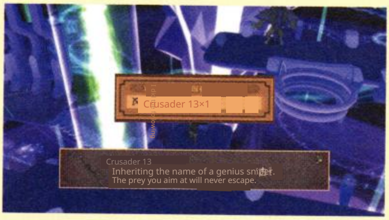
Yoshio's party finally arrives at the site of the final battle. Tarcarmon is a huge tower consisting of seven floors. To stop Duke, who intends to sacrifice humanity to defeat the Star Eater, they climb toward the top floor. Because this will be a longer journey than before, make sure to sufficiently restock items. Each floor has two elevator magic devices installed, but they are locked and will not operate upon entering the tower. By examining the elevator magic device (left) on Floor 7, the elevator magic device (left) becomes usable for the first time. The lock on the elevator magic device (right) can be released beyond the ladder area that proceeds from Floor 6. You do not have to go through this ladder area if your only goal is to clear the tower, but you can obtain powerful weapons such as "Susanoo" and "Uroboros" there. Exploring requires a Level 4 Sorcerer's Ring, so it's a good idea to check the subevent "Sorcerer's Ring Change (2)" (→P330) that occurs at this time.

No. 152 The One Who Revived the Tower City

((MAP))
Ancient Tower City Tarcalon

✸ Floors 1 and 2 are easy to get lost in

Floors 1 and 2 have a three-dimensional structure where floating platforms are connected by staircases. If you want to proceed while collecting items, explore in the order 1 → 2 → ... → 7. The shortest route is 1 → 6 → 7. Ahead of 1 is a staircase that connects Floors 1 and 2, and climbing it will lead you to Floor 3.



Crusader 13
Inheriting the name of a genius sniper.
The prey you aim at will never escape.

You can obtain powerful equipment like Raven's main weapon "Crusader 13." Increase your combat strength in preparation for the decisive battle.

A monster appears from the capsule

Many capsules are placed on Floor 1 and Floor 2. Some capsules contain demons, and examining some of them will trigger battles with monsters. Capsules that can be examined are indicated on the map as [Capsule]. If you want to avoid unnecessary fights while exploring, you may ignore these.

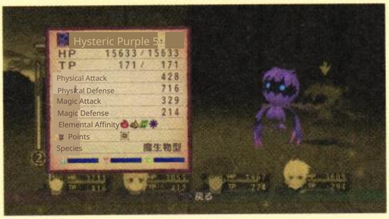
Break through Level 3 that leaves traces of the town

When you go up to Level 3, you enter the streets of a town lined with houses. There are places blocked by crystals, so progress while breaking the crystals with the Sorcerer Ring. Also, the passages are narrow, making it difficult to avoid enemy symbols. Using a "Holy Bottle" is also effective. Proceed to 8 to reach the outer wall section of the tower that leads to Level 4.

On Floor 3 you progress through a fantastical town. The houses are li but there are no shops or inns.

Climb the tower's outer wall to reach Floor 4

The outer wall section of the tower that connects Floors 3 and 4 is constructed with stairs linked in a zigzag pattern. The monsters that previously appeared were mainly beast-type, but they change to insect-type here. Aim for red Fatal Strikes using Yuri's "Bombardment Formation" and Rita's "Spread Zero." Note that the monsters appearing on the outer wall sections between Floors 4 and 5 and between Floors 5 and 6 are also mainly insect-type.



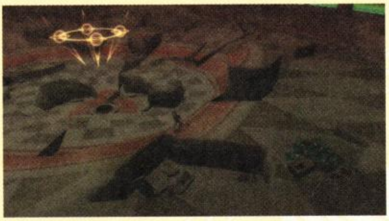
Hysteric Purple 59

HP	15633 / 15633
TP	171 / 171
Physical Attack	428
Physical Defense	716
Magic Attack	329
Magic Defense	214
Elemental Affinity	
Points	
Species	魔生物型

A formidable enemy with four resistances, the Hysteric Purple, will newly appear. Exploit its weakness with light-attribute attacks.

In Level 4, place the spheres into the holes

There are four spheres in Level 4 that can be rolled by firing the Sorcerer Ring at them. The barrier opens when all the spheres are dropped into the central holes; with the procedure below you can drop them into the holes in one attempt. After this, climb the outer wall section that continues to Level 5. Save at a Memory Symbol because the Zagi battle awaits.



If you step into the area where the spheres are, you will be trapped inside a barrier. You cannot leave until you solve the mechanism.

- Procedure to drop the spheres into the holes

1	phere] Shoot it with the Sorcerer Ring
2	Shoot the [sphere] from the right with the Sorcerer Ring
3	Shoot the [sphere] from above with the Sorcerer Ring
4	Shoot the [sphere] from below with the Sorcerer Ring

153 No. The Assassin's Last Moments

((MAP))

Ancient Tower City Tarcalon

Sub-events

☐ Encourage the Schwan Squad (2)	→P341
☐ Demon Sword (3)	→P342

Final showdown with Zagi on Floor 5

There is an enemy symbol for Zagi in the plaza on Floor 5. Approaching it will trigger the final battle with Zagi, so check your skills and equipment beforehand. Zagi has created a barrier keyed to the magic device on his arm; you must defeat him to proceed further.

ザギ

Ha— ha ha!
Forget it! More! Get more excited!
Come at me with everything you've got!

This is the final battle with Zagi, whose obsession with Yuri has changed his appearance and voice completely.

VS Zagi (6)

BOSS DATA

Arm

Zagi (6) →P421

HP 425000

Race: Humanoid AV

Size: Medium Attribute

Fire Earth Sphere Water Light Garden

Drops: Demon's Seal (100%)

ITEM

Steal: Red Savory (15%)

Zagi moves quickly, so lure him with the controlled character, then start combos using Rita or Raven's magic. In chaotic fights, watch out for "Arcane Flame Pillar Ascend." He is prone to being stunned and can suffer fatal follow-up attacks. Zagi also uses poisonous moves "Doomous Evil Mist Disperse" and "Doomous Fierce Mist Chaos." Evade both skills by freelancing (dodging while moving) and then counterattack.

Active
5,99 34
68

Attacks that inflict poison and the paralysis effect of "Dakatsu raiden" are troublesome. Prevent status ailments with accessories and healing items.

Secret Mission 24

Secret Mission

Condition After Zagi (6) uses "Demonic Fierce Body," strike during the opening to attack and force a down.

Reward Accessory "Piyonon"

When Zagi's HP drops to 80% or below, he will start using "Magic Brutality," which increases his physical attack power. If he uses it five times or more, he will slump his shoulders and stop moving—use this opening to strike. The gap is brief, but opportunities should not be scarce. The key to success is not to reduce Zagi's HP too much. Once his HP falls to 60% or below, he will begin using powerful Mystic Artes, making it harder to aim for openings.

魔装 Figure Body

The lower Zagi's HP, the more powerful attacks he will unleash. It's easier to complete the Secret Mission early.

On Floor 6, light the arcane devices to create footholds

Defeating Zagi dispels the barrier, allowing you to proceed to Floor 6 via the outer wall section from point ⑩. Floor 6 contains many arcane devices; firing the Sorcerer's Ring at them moves corresponding terrain. If you shoot the devices in order from ~1, the path to 23 opens and you can advance to Floor 7 where Duke is located.

The enemy symbols that appear on Floor 6 are large in size and hard to dodge. Proceed to explore while defeating them one by one.

No. 154 Guild of Hope

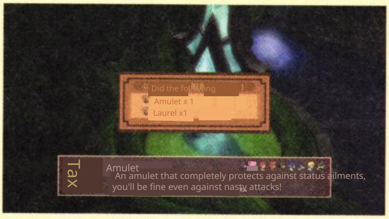
((MAP)) Ancient Tower City Tarcalon

Sub-events

☐ Hope of the Lower Town		→P342
☐An open-air bath is really nice, isn't it?		→P366
Makai Sword (4)		→P342
☐Yuri's Formal Attire	Clear After	→P343
☐Labyrinth of Reminiscence	Clear 後	→P381
☐Grave of the望鏡 (2)	After Clear	→P395
☐The Curious Princess	After Clear	→P343
☐Collector's Compendium (3)	Clear 後	→P343
☐Monster Compendium (2)	After clear	→ P343

Final Declaration of Determination

When approaching 23, the party once again declares their determination to defeat the Star-Eater. The final battle awaits on Floor 7, but you should watch this declaration event as well, since exploring the ladder area described later requires it.



Did the following

Amulet x 1

Laurel x1

Tax

Amulet

An amulet that completely protects against status ailments, you'll be fine even against nasty attacks!

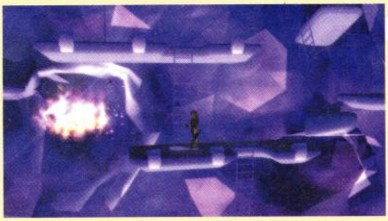
On Floor 7, before the final battle, unlock the lock on the left Teleportation Conduit and take the treasure chest in the maze beyond the left staircase

From the right side of Floor 6 to the ladder area

If you go down the passage beyond Floor 6 and proceed from 1 to 15, you will reach the ladder area. Advancing through this area lets you unlock the lock on the right Teleportation Conduit on Floor 1 and obtain many items. Among them, "Ouroboros" and "Susanoo" are important items related to the completion conditions of the sub-event "Demonic Sword (3)" (→P342). However, to explore the ladder area you must first obtain a Level 4 Sorcerer Ring.

• Mechanisms in the ladder area

The ladder area requires you to go up and down ladders hung over platforms, but that alone will leave your exploration stalled. In this area you create walkways by burning nets suspended in midair, allowing you to proceed. Nets burn when shot with a Sorcerer Ring of Lv4 or higher, causing platforms and treasure chests caught in the nets to fall down. While checking the map, burn the nets following the steps below and continue your exploration.



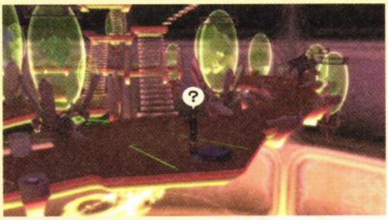
When you burn the net, a treasure chest containing three "Special Gummies" will fall to F. Be sure to collect it.

• Ladder area procedure

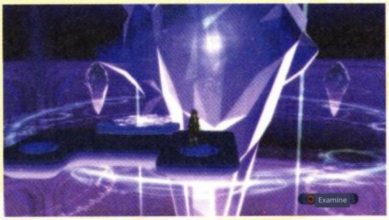
1 Burn the net
2 Burn the net and open the treasure chest
3 Burn the net
4 Burn Net ①
5 Burn the net
6 Burn the net
7 Burn the net and open the treasure chest
8 Pass through
9 Burn the net and open the treasure chest
10 Burn the net
12 Pass through and burn the fo
13 Burn the net and open the treasure chest
14 Burn the net
15 Burn the net
From 16 ⑩ to
17 Press the switch ⓝと ⓞ
18 From 19 to
19 Burning the Net
20 Pass through and open the treasure chest
21 Proceed to
22 Press the switch
23 Return through
24 Proceed to
25 2 Proceed to and open the treasure chest

About switches

While exploring the ladder area, you will pass through the area where the capsule was placed in step 16. There is a switch here to be stepped on ⓝ in step 17, but levels 6 and Note that the declaration-of-determination event in the passage connecting Floor 7 will not trigger unless you have viewed it in advance.



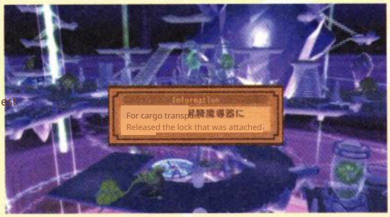
If retracing your st There is ⓝ、ⓞ eps does not activate, only a switch. Be careful not to forget to watch the event.



There are two switches on the platform in step 22. The correct switch is the right one. You do not need to step on the left switch.

Opening the chest activates the Elevator Magic Device (right)

If you open the chest in step 25 of the ladder area, you can obtain Yuri's main weapon, the "Extreme Hard Sword Tenrai." At the same time, a platform will form in the air; proceeding here will return you to the plaza, the starting point of Floor 1. Also, at this point the lock on the Elevator Magic Device (right) will be released. Once you clear the ladder area, all that's left is to challenge Duke to a fight. If your items are depleted, you can return outside Tarlcaron to restock.

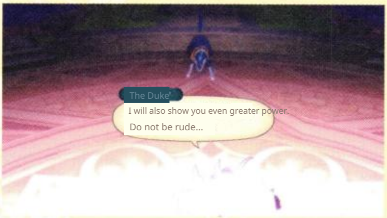


Information
For cargo transport 昇降魔導器に
Released the lock that was attached.

If the left and right lifting magitechs are opened, you will be able to move freely between levels. Check to make sure you haven't miss

Stop Duke!

When you approach Duke's symbol in the plaza on Layer 7, the final battle finally begins. To destroy the Star-Eater Duke chooses to sacrifice humanity; Yuri and the others try to persuade him, but they end up having to fight him when he cannot be reconciled. The battle with Duke is a two-stage fight. The first battle is against Duke himself; the second is against Duke empowered by Tarlkion. A fierce battle is inevitable, so be fully prepared in choosing party members and equipment.



The Duke

I will also show you even greater power.

Do not be rude...

In the event that occurs after the end of the first battle, the dialogue with Duke changes depending on the playable character.

VS Duke (1)

• BOSS DATA

Duke (1) →P419

HP 286500

Race: Humanoid

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark

Duke moves quickly and occasionally uses warps. He is hard to track with slow-footed characters, so it's good to make Yuri or Rapido the player character. Stop his movement with multi-hit moves like "Ensenya" (Circular Flash Fang) or "Shunjinken" (Swift Hound). Also, Duke's attacks can inflict madness and seal artes/skills, so accessories are important. Equip the player character with an "Amulet" and give others a "World Check" is recommended. Many of Duke's artes/skills are fire-element, so a "Flare Mantle" is also effective.

2503 Damage!
4 Hits
•Internal flesh fang

If fighting with Yuri, "Ensen-ya" (Circular Fang) is powerful. Because it can float Duke into the air, it creates opportunities for allies to attack.

VS Duke (2)

• BOSS DATA

Duke (2) →P419

HP 467500

Race: Humanoid AV

Size: Medium

Attributes: Fire, Earth, Country, Water, Light, M

In the second battle, Duke gains powerful new attacks, and some of his moves inflict the Weakness status. Among them, "Meisai Tenbu" (Devastating Heavenly Dance), which spins blades rapidly around him, is particularly dangerous. If you are hit by this attack while weakened, you risk being instantly incapacitated. If party members are clustered together, they will take damage all at once, so always try to stay spread out. Also, when Duke's HP falls below 40%, he will use the unavoidable Mystic Arte "Big Bang." Since it hits everyone, immediately heal the party with "Treat."

461 Damage!
3 Hits
Ippen Saitenkō
152

"Messaï Tenkoha" (Heaven-Shattering Radiant Overlord) has an arte/skill sealing effect. Sealing cannot be prevented by guarding, so handle it w

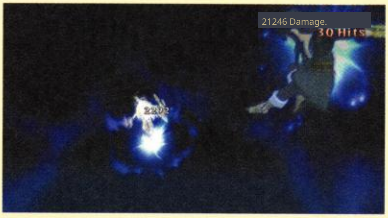
Secret Mission 25

• Secret Mission

Condition Defeat Duke (2) with a Mystic Arte

Rewards Synthesis material: "Shining Star Stone"

When Duke's HP is reduced to the brink, set tactics to "Defend" so you don't deal damage. Link a fast-action arte/skill like Yuri's "Senjin Rōha" (Battle Swift Wolf Break) into a Mystic Arte. Activate Over Limit at level 4 to gain the invincibility effect. It's good to charge the gauge with "Limits Bottle."



Only when Yuri's Mystic Arte completes a secret mission does the Mystic Arte's presentation change.

SUB EVENT

Tales of Vesperia REMASTER PERFECT GUIDE

○ Sub-events

サブイベント

SUB EVENT

SUB EVENT

Sub-event commentary

From here, we will explain one by one the many sub-events prepared in this work. Use the alphabetical index to aim for a full clear.

●How to Read the Sub-event Explanations

① 旅話 "Adventure King (2)"

Location 2 (P126)

Period: From the Raid of the 32 Boys~

Acquisition: -4

With Estelle and Karol present, the event triggers when you talk to Karen or Ric of the "Adventure King." After this conversation, by defeating the Gigant Monster from "Defeat Git Monster" (P344), you can receive a reward from Ric.

Karen and Rich are wandering from inn to inn while continuing their journey in order to defeat the Gigant Monster.

① The sub-event's name and characteristics

- Limited-time: An event that will no longer occur after a certain period
- After clearing: An event that occurs when you "CONTINUE" cleared data, or on subsequent playthroughs where data is carried over

② The location where the sub-event occurs

③ The period during which the sub-event occurs. See the scenario chart (→P134)

0. Corresponds to the listed No.

4 Items obtainable during or upon completion of sub-events

⑥ Explanation of Sub-Events

◎ Sub-Event Index

SUB EVENT INDEX

[A-row]

Sub-Event Name	Page	Occurrence Location	Occurrence Period	Party members required for occurrence Yuela Karire Jifupa								
☐ Aifreed's Precious Thing	P333	Arena City Nodpolica	No.148～	○	○	○	○	○	○	○		○
☐ Baby Rhapsody	P326	Emerging City Heliod	No.133～	○	○	○	○	○	○	○		
■ Ravaged Town	P317	Guild's Nest Danglrest	No.95～	○	○	○	○	○	○	○		
☐ Trap Hell (1)	P313	City of Water and Yellow Sand Mantaik	No.83～128	○	○	○	○	○	○	○		
■ Trap Hell (2)	P316	City of Water and Yellow Sand Mantaik	No.95～128	○	○	○	○	○	○	○		
☐ Trap Hell (3)	P323	Mantike: City of Water and Yellow Sand	No.126～128	○	○	○	○	○	○	○		
☐ Trap Hell (4)	P328	Town of Mantique of Water and Yellow Sand	No.133～148	○	○	○	○	○	○	○		
☐ Trap Hell (5)	P340	Town of Mantique of Water and Yellow Sand	No.151～	○	○	○	○	○	○	○		
■ Enthusiast of the Hellion Pit	P369	Pleasure Paradise Nam Islet	No.147～	○	○	○	○	○	○	○		
■ Alexei's Research	P325	Guild's Lair Dangrest	No.133～	○	○	○	○	○	○	○		
■ What Jaeger Left Behind	P327	Port Town Kapua Trim	No.133～	○	○	○	○	○	○	○		○
☐ One-Night Special Training	P338	Port Town Kapua Trim	No.151～	○	○	○	○	○	○	○		
☐ Words of Admonition	P312	Arena City Nodpolica	No.70～85	○	○	○	○	○	○	○		
☐ Rabbit Guild	P308	Guild's Lair Dangrest	No.45～	○	○	○	○	○	○	○		
■ The Truth Behind the Rumors	P329	Flower Town Halru	No.135～	○	○	○	○	○	○	○		
☐ Estellise's Precious Thing	P313	Water and Yellow Sand Town Mantaik	No.78～100	○	○							
■ Loves Theatre	P369	Pleasure Paradise Nam Island	No.148～	○	○	○	○	○	○	○		
☐ Founder's Lieutenant	P321	Kritia Tribe Town Myorzo	No.105～133	○						○		
■ Get the Sexy Outfit	P326	Emerging City Heliod	No.133～	○	○	○	○	○	○	○		
☐ Shout Out Loud!	P338	Guild's Lair Dangrest	No.151～	○	○	○	○	○	○	○		
■ Money Is Important Too	P314	Emerging City Heliod	No.88～	○			○					○
☐ Fashionable Guild	P315	Guild's Lair Dangrest	No.88～	○	○	○	○	○	○	○		
☐ Orlion	P333	Land of Longing Orlion	No.151～	○	○	○	○	○	○	○	○	○

Sub-Event Name	Page	Occurrence Location	Occurrence Period	Party members required for occurrence								
				1 I Ra Karirejifupa								
□Hot Spring Part-Time Job Again (1)	P366	Yugenkyō Yūmanju	No.151～	○	○	○	○	○	○	○	○	○
■Onsen Part-time Job Again (2)	P366	Yugenkyō Yūmanju	No.151～	○	○	○	○	○	○	○	○	○
□Likes women (1)	P316	Guild's Nest Dangrest	No.93–128	○	○	○	○	○	○			
□ Likes Women (2)	P317	Guild's Nest Dangrest	No.95–128	○	○	○	○	○	○	○		

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Sub-Event Name	Page	Occurrence Location	Occurrence Period									
■Seafood Bowl Recipe Obtained	P312	Port Town Kapuwanole	No.69～	○	○	○	○	○	○	○		○
□The Casino Is a Nice Place	P368	Paradise of Tastes Nam Island	No.147～	○	○	○	○	○	○	○		
■Karol's Happy Dream	P310	Port Town Kapuwanole	No.66～	○	○	○	○	○				
■Karol's Favorite	P327	Port Town Kapuwa Trim	No.133～	○	○	○	○	○	○	○		○
■Let's Make the Signature Dish	P320	Port Town Kapuwatrim	No.95～	○	○	○	○	○	○	○		○
■Go for It, Boy	P316	Guild's Nest Dangrest	No.93～	○			○					
■Fragment of Memory (1)	P321	Port Town Kapuwa Trim	No.102～	○	○	○	○	○	○	○		○
■Fragment of Memory (2)	P332	Renansra Rock Hollow	No.147～	○	○	○	○	○	○	○		○
■Defeat of a Gigant Monster	P344	Inn "Adventure King"	No.66～	○	○	○	○	○	○	○		
■The Brigade's Strongest Secret Technique	P333	Land of Visions Ornion	No.151～	○	○	○	○	○	○	○		
■Top Knight Commander	P327	Imperial Capital Zaphias	No.133～	○	○	○	○	○	○	○		○
■Feelings Toward the Brigade	P334	Land of Visions Ornion	No.151～	○	○	○	○	○	○	○		
■What Chivalry Is	P322	City of Water and Yellow Sand Mantike	No.106～	○		○	○	○		○	○	○
□The Pinnacle of Technology	P339	Flower City Haruru	No.151～	○	○	○	○	○	○	○		
□A Life of Gambling	P368	Pleasure Paradise Nam Islet	No.147～	○	○	○	○	○	○	○		
■Guild Work (1)	P314	City of Water and Yellow Sand Mantike	No.83～128	○	○	○	○	○	○	○		
■Guild Work (2)	P319	Guild's Nest Dangrest	No.95–128	○	○	○	○	○	○	○		
□ Guild Work (3)	P325	Guild's Lair Dangrest	No.133～	○	○	○	○	○	○	○		
■Guild Work (4)	P325	Guild Nest Dungrest	No.133～	○	○	○	○	○	○	○		
□ Guild Work (5)	P325	Guild Nest Dungrest	No.133～	○	○	○	○	○	○	○		
■Guild Work (6)	P332	Guild Nest Dungrest	No.148～	○	○	○	○	○	○	○		
■Guild Work (7)	P339	Guild Nest Dungrest	No.151～	○	○	○	○	○	○	○		
■ Guild Jobs (8)	P339	Guild Nest Dungrest	No.151～	○	○	○	○	○	○	○		
□ Guild Boss	P318	Guild Nest Dungrest	No.95–128	○	○	○	○	○	○	○		
■ The Clytians' Style of Combat	P328	Clytia Tribe Town Myolzo	No.133～	○	○	○	○	○	○	○		
■ The Road to the Great Boss	P336	Imperial Capital Zaphias	No.151～	○	○	○	○	○	○	○		
■ Chrome Came to Help	P332	Rerewize Ancient Cave	No.147～	○	○	○	○	○	○	○		○
■ Proof of Inheritance	P334	Orinion, Land of Reverie	No.151～	○	○	○	○	○	○	○		
■ In the Phantom	P323	Yormgen, Village of Ancient Tombs	No.126～134	○	○	○	○	○	○	○		
■ To the Phantom Town	P323	Fellow's Rock	No.126～134	○	○	○	○	○	○	○		
□ Swordsman Friend	P334	Ornion, Land of Visions	No.151～	○	○	○	○	○	○	○		
■ The Curious Princess	P343	Inn "Adventure King"	After clearing the game	○	○	○	○	○	○	○		
■ Royal Lineage Qualities	P327	Port Town Kapuwa Trim	No.133～	○	○	○	○	○	○	○		
■ Likes Children	P323	Emerging City Heliod	No.126～	○	○	○	○		○			
■Collector's Catalogue (1)	P306	Academically Closed City Aspio	No.19～146	○				○				
■Collector's Catalogue (2)	P310	Academically Closed City Aspio	No.66~146	○	○	○	○	○	○	○		
■Collector's Catalogue (3)	P343	Flower Town Harul	After clearing the game	○	○	○	○	○	○	○		

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Sub-Event Name	Page	Occurrence Location	Occurrence Period									
□ 1 Dice Game	P307	Port Town Kapuwanor	No.29～	○				○				
□ Final Decision	P334	Land of Visions Ornion	No.151～	○	○	○	○	○	○	○		
■ The Team Battle	P360	Arena City Nodepolica	No.133～	○	○	○	○	○	○	○		○
■ The Endless Slash	P351	Arena City Nodepolica	No.95～	○	○	○	○	○	○	○		
■ Happy Wandering	P331	Inn "Adventure King"	No.147～	○	○	○	○	○	○	○		
■ Thrill-Loving Sicily	P337	Flower Town Haruru	No.151～	○	○	○	○	○	○	○		
■ Favorite Toy (1)	P326	Guild Nest Dangrest	No.133～	○	○	○	○	○	○	○		
■ Favorite Toy (2)	P365	Hot Spring Village Yumanju	No.147～	○	○	○	○	○	○	○	○	○
■ Sicily's Inspiration	P338	New Frontier City Heliod	No.151-&gt;	○	○	○	○	○	○	○		
■ Gratitude from the Lower Town	P336	Imperial Capital Zaphias	No.151～	○	○	○	○	○	○	○	○	○
■ Hope of the Lower Town	P342	Imperial Capital Zaphias	No.154～	○	○	○	○	○	○	○	○	○
□ Encouragement of the Schwan Unit (1)	P334	Ornion, Land of Visions	No.151～	○	○	○	○	○	○	○	○	○
■ Encouragement of the Schwan Unit (2)	P341	Ancient Tower City Tarcarron	No.153～	○	○	○	○	○	○	○	○	○
■ Bounty Target (1)	P310	Imperial Capital Zaphias	No.66～	○	○	○	○	○				
■ Bounty Heads (2)	P328	Imperial Capital Zaphias	No.133～	○	○	○	○	○	○	○		
■ A New Knight Commander Is Born	P334	Land of Vision Ornion	No.151～	○	○	○	○	○	○	○	○	○
□ Suki Suki♡Yuri (1)	P324	Port Town Kapwanole	No.126～	○	○	○	○	○	○	○		○
■ Suki Suki♥Yuri (2)	P330	Field	No.137～	○	○	○	○	○	○	○		○
■ Suki Suki♡Yuri (3)	P341	Field	No.151～	○	○	○	○	○	○	○		○
■ Skit Player V	P368	Paradise of Tastes Nam Islet	No.147～	○	○	○	○	○	○	○		
■ Things I Like (1)	P306	Academically Sealed City Aspio	No.23～146	○	○		○	○				
■ Things I Like (2)	P335	Land of Vision Ornion	No.151～	○	○	○	○	○	○	○		
■ Teaching of the Sea Fairy's Fang	P333	Port Town Kapwatrim	No.148～	○								○

Sub-Event Name	Page	Occurrence Location	Occurrence Period	Party members required for occurrence Yue Rakari Rejifu pa								
■ Anxiety about spiritification	P330	Field	No.143 ~	○	○	○	○	○	○	○		
■ Dialogues of the spirits	p.335	Ornion, Land of Visions	No.151 ~	○	○	○	○	○	○	○		
■ The first step of spirit magic	p.329	Aspio, Sealed Scholarly City	No.137 ~	○	○	○	○	○	○	○		
■ Combat Technique Arrangement (1)	p.329	Mjolzo, Town of the Kritia Tribe	No.137 ~	○	○	○	○	○	○	○		
■ Combat Technique Arrangement (2)	p.340	Mount Temza	No.151 ~	○	○	○	○	○	○	○		
■ Sorcerer Ring Change (1)	p.321	Earlcrene	No.95 ~	○	○	○	○	○	○	○		
□ Sorcerer Ring Change (2)	p.330	Earlcrene Desuer•	No.143 ~	○	○	○	○	○	○	○		
■ Sorcerer Ring Change (3)	p.331	Earlcrene	No.143 ~	○	○	○	○	○	○	○		
□ Warehouse Organization (Deidon Fort)	p.348	Deidon Fortress	No.66 ~	○	○	○	○	○	○	○		
■ Warehouse Organization (Kapua Torim)	p.349	Port Town Kapua Trim	No.66 ~	○	○	○	○	○	○	○		
■ Warehouse Organization (Mjolso)	P349	Mylzo, Town of the Kritia Tribe	No.102 ~	○	○	○	○	○	○	○		
■ Warehouse Organization (Nordopolica)	P350	Arena City Nordopolica	No.126 ~	○	○	○	○	○	○	○		
■ Warehouse Organization (Ornion)	P350	Land of Vision Ornion	No.151 ~	○	○	○	○	○	○	○		

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Sub-Event Name	Page	Occurrence Location	Occurrence Period									
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■ For Whom (1)	P328	Imperial Capital Zafias	No.133 ~	○	○	○	○	○	○	○		
■ For Whom (2)	P336	Imperial Capital Zaphias	No.151 ~	○	○	○	○	○	○	○		
■ Condemnation	P317	Mantheik, Town of Water and Yellow Sand	No.95–128	○	○	○	○	○	○	○		
■ Justice Without Power Is Powerless	P324	Field	No.126 ~	○		○	○	○	○	○	○	○
■ Smooth-Talking Man (1)	P309	Harur, Town of Flowers	No.66 ~	○	○	○	○	○	○	○		
■ Smooth-Talking Man (2)	P310	Harbor Town Kapuanooru	No.66 ~	○	○	○	○	○	○	○		
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□ Report	P307	Port Town Kapua Trim	No.36 ~ 46	○	○	○	○	○				
■ Who Will Inherit?	P316	Guild's Nest Dangrest	No.93 ~ 100	○	○							
■ The Imperial Attendant's Ramblings	p.335	Ornion, Land of Visions	No.151 ~	○	○	○	○	○	○	○		
■ Tales of Dorasubi	P369	Pleasure Paradise Nam Islet	No.147 ~	○	○	○	○	○	○	○		
□ Dedekki's Fate	P311	Port Town Kapua • Noel	No.69 ~ 148	○	○	○	○	○	○	○		
■ The Legendary Man	P322	Port Town Kapua • Torim	No.126 ~	○	○	○	○	○	○	○		
■ Wisdom of Years	P309	Great Cave Mock Forest	No.47 ~ 56	○	○	○	○	○	○			
■ Mourning Warrior (1)	P320	Efmid Hill	No.95 ~	○	○	○	○	○	○	○		
■ Mourning Warrior (2)	P324	Mount Temza	No.126 ~	○	○	○	○	○	○	○		
□ As the Boss	P316	Guild's Nest Dangrest	No.93 ~ 110	○			○					

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Sub-Event Name	Page	Occurrence Location	Occurrence Period									
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■ Renowned Chef (2)	P324	Imperial Capital Zaphias	No.126 ~	○	○	○	○	○	○	○	○	○
■ Mysterious Man (1)	P306	Deidon Fort	No.8 ~ 12	○	○							
□ Mysterious Man (2)	P308	The Fallen City Carboclam	No.44	○	○	○	○	○				
■ Mysterious Man (3)	P309	Guild's Lair Dangrest	No.59	○	○	○	○			○		
■ Mysterious Man (4)	P312	Arena City Nodepolica	No.72 ~ 79	○		○						
■ Mysterious Man (5)	P312	Cados's Windpipe	No.75 ~ 79	○	○	○	○	○	○	○		
■ Mysterious Man (6)	P322	Deidon Fort	No.121 ~ 124	○		○	○	○	○	○		○
■ Mysterious Man (7)	P322	Port Town Kapuwa Nool	No.126 ~ 127	○	○	○	○	○	○	○		
■ Mysterious Humanoid Magic Device	P326	Emerging City Heliod	No.133 ~	○	○	○	○	○	○	○		
■ Nam Islet	P367	Pleasure Paradise Nam Islet	No.147 ~	○	○	○	○	○	○	○		
■ Portrait of Nan	P317	City of Water and Yellow Sand Mantaik	No.95–128	○	○	○	○	○	○	○		
■ Chasing the Cat	P310	Imperial Capital Zaphias	No.66 ~	○	○	○	○	○	○	○		

[Ha-row]

Sub-Event Name	Page	Occurrence Location	Occurrence Period									
■ Serving Game	P318	Guild Nest Dungrest	No.95 ~	○	○	○	○	○	○	○		
■ Memories with Baul	P328	Field (above Mount Temza)	No.133 ~	○	○	○	○	○	○	○		
■ Baul Race (1)	P370	Krytia Tribe Town Myolzo	No.135 ~	○	○	○	○	○	○	○		
■ Baul Race (2)	P370	Krytia Tribe Town Myolzo	No.135 ~	○	○	○	○	○	○	○		
■ Doctorate	P369	Pleasure Paradise Nam Islet	No.147 ~	○	○	○	○	○	○	○		○
■ Inn "Adventure King" (1)	P306	Inn "Adventure King"	No.7–11	○	○	○						
■ Inn "Adventure King" (2)	P306	Inn Adventure 王	No.12–	○	○	○	○					
□ Humming Cowherd	P368	Pleasure Paradise Nam Islet	No.147 ~	○	○	○	○	○	○	○		
■ The Flower's Repayment	P329	Hanano-machi Haruru	No.135 ~	○	○	○	○	○	○	○		
■ Haruru's Tree	P337	Flower Town Haruru	No.151 ~	○	○	○	○	○	○	○		
□ Under Haruru's Tree	P307	Hanano-machi Haruru	No.26 ~	○	○	○	○					
■ Big Boss Returns	P311	Field	No.67 ~	○	○	○	○	○	○	○		
■ Reunion with the Big Boss	P311	Port Town Kapua Torimu	No.67 ~	○	○	○	○	○	○	○		
■ Reward for Helping People	P313	Town of Water and Yellow Sand Mantaiku	No.82 ~	○	○	○	○	○	○	○		
■ Secret Modification	P338	New Frontier City Heliod	No.151 ~	○	○	○	○	○	○	○	○	○
■ The Princess's Mentor	P307	New Rising City Heliod	No.44 ~ 56	○	○							
■ Let's Go to the Hospital	p.335	Ornion, Land of Visions	No.151 ~	○	○	○	○	○	○	○		
■ Destroyer of Magic Devices	P307	Efmid Hill	No.27 ~ 31	○								
■ The Future of Magic Devices	P331	Field (Above Zaphias)	No.147 ~	○	○	○	○	○	○	○		○

Sub-Event Name	Page	Occurrence Location	Occurrence Period	Party members required for occurrence Yuerakarirejifupa								
☐ Brionac (1)	P309	Gasphalost, the Gear Tower	No.59～	○						○		
■ Brionac (2)	P319	Port Town Capua Trim	No.95～	○	○	○	○	○	○	○		
☐ Brynhildr (3)	P336	Orunion, Land of Visions	No.151～	○	○	○	○	○	○	○		
☐ Flen's Trial	P377	Port Town Kapua Nor	No.151～	○	○	○	○	○	○	○	○	○
■ Thoughts Embedded in the Mural	P328	Myolzo, Town of the Kritia Tribe	No.133～	○	○	○	○	○	○	○		
■ After Belius's Death	P317	Arena City Nodepolica	No.95–128	○	○	○	○	○	○	○		
■ Hermes' Treatise	P321	Efumido Hill	No.95～	○	○	○	○	○	○	○		
☐ Poker	P368	Pleasure Paradise Nam Islet	No.147～	○	○	○	○	○	○	○		
☐ Border Rapid	P372	Deidon Fortress	No.133～	○	○	○	○	○	○	○		
■ Tomb of the Dream Mirror (1)	P395	Imperial Capital Zafias	No.147～	○	○	○	○	○	○	○		○
■ Tomb of the Dream Mirror (2)	P395	Tomb of the Dream Mirror	After clearing the game	○	○	○	○	○	○	○	○	○
■ Grave Visit (1)	P307	Efmid Hill	No.27～31	○	○	○	○	○				
☐ Grave Visit (2)	P320	Efumido Hill	No.95–128	○	○	○	○	○	○	○		
☐ Boss, Sortie	P341	The Dead City Carbocram	No.151～	○	○	○	○	○	○	○		○
☐ The Real Reason (1)	p.335	Ornion, Land of Visions	No.151～	○	○	○	○	○	○	○		
☐ The Real Reason (2)	p.335	Ornion, Land of Visions	No.151～	○	○	○	○	○	○	○		

[Ma-row]

☐ Demonic Sword (1)	P324	Mjolzo, Town of the Clytia Tribe	No.126～	○		○	○	○	○	○		
■ Demonic Sword (2)	P330	Field	No.143～	○	000000							
■ Demonic Sword (3)	P342	Ornion, Land of Reverie	No.153～	000000000								
■ Demon Sword (4)	P342	Ancient Tower City Tarcarron	No.154～	0000000								
☐ I Want to Fight That Guy Again!	P369	Paradise of Tastes Nam Islet	No.147～	○	○	○	○	○	○	○		○
☐ Erasure	P312	Arena City Nodpolica	No.73～79	○	○	○	○	○	○	○		
■ The Mage's Path Is Endless	P339	Flower Town Haruru	No.151～	○	○	○	○	○	○	○		
■ Your Dazzling Swimsuit Appearance (1)	P340	Village of the Ancient Tomb Yormgen (Truth)	No.151～	○	○	○	○	○	○	○	○	○
■ Your Dazzling Swimsuit Appearance (2)	P340	Village of the Ancient Tomb Yormgen (Truth)	No.151～	○	○	○	○	○	○	○	○	○
☐ Illusion	P341	Yormgen Village of the Ancient Tombs (Truth)	No.151～	○	○	○	○	○	○	○	○	○
☐ Protective Power	P340	Cave Mock Great Forest	No.151～	○	○	○	○	○	○	○		
☐ movie player V	P368	Pleasure Paradise Nam Islet	No.147～	○	○	○	○	○	○	○		
■ I Hate Bugs!	P309	Cave Mock Great Forest	No.47～56	○	○	○	○	○	○			
☐ Monster Encyclopedia (1)	P319	Port Town Kapwanol	No.95～	○	○	○	○	○	○	○		
■■ Monster Encyclopedia (2)	P343	Port Town Kapwanol	After clearing the game	○	○	○	○	○	○	○		

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☐ Promise	P331	Imperial Capital Zafias	No.147～	○	○	○	○	○	○	○		
■ An open-air bath really is nice	P366	Hot Spring Village Yuumangu	No.154～	○	○	○	○	○	○	○	○	○
■ Blending into the darkness	P313	Town of Water and Yellow Sand Mantaiku	No.78～128	○	○	○	○	○	○	○		
☐ Yuri and the Knights	P308	Emerging City Heliod	No.44～56	○	○	○	○	○				
■ Yuri's life in the lower town	P314	Imperial Capital Zafias	No.88～101	○	○	○	○	○	○			
☐ Yuri's formal attire	P343	Land of Vision Ornion	After clearing the game	○	○	○	○	○	○	○	○	○
■ Challenge from the Hero	P336	Imperial Capital Zaphias	No.151～	○	○	○	○	○	○	○	○	○
■ Yuumangu (Yuumangu)	P364	Hot Spring Village Yuumangu	No.126～	○	○	○	○	○	○	○		
☐ Lost Item of the Ghost	P310	Flower Town Haruru	No.66～	○	○	○	○	○	○	○		
■ Good Boss	P366	Yugenkyō Yūmanju	No.151～	○	○	○	○	○	○	○	○	○
■ Night Emperor	P323	Guild Nest Dungrest	No.126～	○	○	○	○	○	○	○	○	○

[Ra-row]

☐ Remnants of a Rival	P311	Imperial Capital Zaphias	No.67～	○	○	○	○	○	○	○		
☐ Owner of a Raimp (Rapid/Repid)	P336	Land of Reverie Ornion	No.151～	○	○	○	○	○	○	○	○	○
■ Lineage of the Raimp (1)	P337	Inn "Adventure King"	No.151～	○	○	○	○	○	○	○	○	○
☐ Rapido's Lineage (2)	P338	Inn "Adventure King"	No.151～	○	○	○	○	○	○	○	○	○
■ I Want a Lantern	P322	Forgotten Temple Baktion	No108	○		○	○	○		○	○	○
☐ Dragon Tamer Appears? (1)	P309	Port Town Kapua Trim	No.66～69	○	○	○	○	○	○	○		
■ Dragon Tamer Appears? (2)	P312	Arena City Nodepolica	No.70～74	○	○	○	○	○	○	○		
■ Dragon Tamer Appears? (3)	P319	Port Town Kapua Trim	No.95～	○	○	○	○	○	○	○		
■ Proof of the Cook	P339	Arena City Nodepolica	No.151～	○	○	○	○	○	○	○	○	○
☐ The Truth of the Ruins Gate (1)	P316	Shaikos Ruins	No.93～127	○	○		○	○				
■ The Truth of the Ruins Gate (2)	P321	Arena City Nodepolica	No.95～127	○	○	○	○	○	○	○		
☐ Raven and the Heart Magic Device	P329	Guild's Lair Dungrest	No.137～	○	○	○	○	○	○	○		
■ Worker	P308	Emerging City Heliod	No.44～56	○	○							
☐ Open-air Bath Is Nice (1)	P365	Hot Spring Resort Yumanju	No.126～	○	○	○	○	○	○	○		○
■ Open-air Bath Is Nice (2)	P365	Hot Spring Resort Yumanju	No.126～	○	○	○	○	○	○	○		○
■ Open-air Bath Is Nice (3)	P365	Hot Spring Resort Yumanju	No.133～	○	○	○	○	○	○	○		○
■ Open-air Bath Is Nice (4)	P366	Hot Spring Resort Yumanju	No.151～	○	○	○	○	○	○	○	○	○

[Wa-row]

■ Wonder Reporter (1)	P306	Imperial Capital Zaphias	No.1	○								
☐ Wonder Reporter (2)	P308	Emerging City Heliod	No.44～56	○								
☐ Wonder Reporter (3)	P313	City of Water and Yellow Sand Mantaik	No.76～	○	○	○	○	○	○	○		

Wonder Reporter (1) Limited Time

Location: Imperial Capital Zaphias (→P150)
Period: No.1 Waterworks Magitech Device Breaks
Acquisition: Valuables "Wonder Log"

When you visit the shop near the citizen quarter of Zaphias, you meet a person who calls himself a Wonder reporter. He claims to deliver news day and night, and from him you receive the "Wonder Log," a book in which you can read the "summary" of your adventure.

• Inn "Adventure King" (1) Limited Time

Location: Inn "Adventure King" (→P126)
Period: No.7 The Capital's Young Man, North~No.11 The Girl Who Falls
Acquisition: -

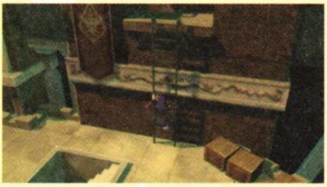
When you visit the traveling inn "Adventure King" that moves across the field, conversations with the proprietors occur. The event period is short, so check it immediately after leaving Zaphias. Note that the staying location of the inn "Adventure King" changes depending on the period. Please refer to the following for each staying location. Locations of the traveling inn "Adventure King"

Period	Staying location
No.7 ~ No.13	Northeast of Zaphias
No.10 ~ No.27	Shaikos Ruins South
No.7 ~ No.27	Zafias - West
No.36 ~ No.56	Capua Trim - West
No.65 ~	Halul North

Mysterious Man (1) Limited Time

Location: Deidon Fortress (P158)
Period: No.8 Fortress Repelling Foreign Invaders ~ No.12 Attack of the Monster-Hunting Boy
Acquisition: -

A conversation event with the mysterious man Duke. From then on, you will meet Duke in various locations. He is on the outer wall of Deidon Fortress. Use the ladder inside the knights' barracks to climb onto the outer wall of the fortress and talk to him.

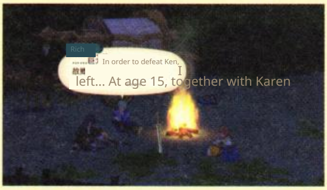


Refer to the photo for the position of the ladder inside the Knight Corps barracks. Duke is on the left side of the outer wall accessible from here.

Inn "Adventure King (2)

Location: Inn "Adventure King" (P126)
Period: No.12 The Attack of the Monster-Hunting Boy~
Acquisition: -

Occurs when Estelle and Karol are present and you speak with Karen or Rich at the "Adventure King" inn. After this conversation, by defeating the Gigant Monster from "Gigant Monster Defeat" (P344), you can receive a reward from Rich.



Karen and Rich continue wandering, having stopped to defeat a gigantic monster, staying at inns as they travel.

Collector's Illustrated Guide (1) Limited Time

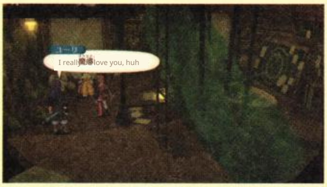
Location: Sealed Academic City Aspio (P164)
Period: No.19 Aspio's Genius Mage ~ No.146 The Reviving Ancient Tower
Acquisition: Valuable Item: "Collector's Illustrated Guide"

Investigate the bed on the second floor of Rita's cabin in Aspio to obtain the "Collector's Illustrated Guide." Once obtained, collected items will be registered in the guide, so be sure to check it before leaving Aspio.

Favorite Things (1) Limited Time

Location: Academically Closed City Aspio (→P164)
Period: No.23 Even the Genius Mage Joins ~ No.146 The Reviving Ancient Tower
Acquisition: -

When you examine the white magilite in Rita's hut in Aspio a conversation event will occur. Here it becomes clear that Rita has the strange habit of giving nicknames to magilites. The magilite in Rita's hut seems to be named Victoria.



The white arcane device you're looking for is located at this position. Examining this point will start a conversation with Rit

●Under the Harul Tree

Location: Flower Town Harul (P162)
Period No.26 Hill Overlooking the Sea~
Acquisition —

With Estelle and Karol present, speak to the leader of Harul at the Harul Tree to trigger the event. From him you can hear the legend of the bride of the Kago-kyō Emperor buried beneath the Harul Tree. Pay attention to the contrasting reactions of Estelle and Rita.

So I wondered if the fabric is stronger this year

When a flower blooms on Haruru's tree, the elder who sees it murmurs, "This year's flowers are particularly deep in color."

● Grave Visit (1)

Limited Time

Location Efmid Hill (→P171)
Period No.27 Beyond the Hill ~ No.31 To Capture Ribgaro
Acquisition —

A conversation event that occurs when you examine the small stone on the left side of the hill overlooking the sea on Efmid Hill. The event has a short occurrence period; if you miss this timing, "Grave Visit (2) P320" will

It will stop occurring. Be sure to check it.

● Destroyer of Magic Devices

Limited Time

Location: Efmid Hill (→P171)
Period No.27 Let's Go Over the Hill ~ No.31 Capture Livgar
Acquisition —

Occurs when you inspect the destroyed magic device near the entrance of Efmid Hill. Rita goes to check on the device and once again gives the device a name. The event's occurrence window is short, so it's best to stop by after clearing Efmid Hill.

The presentation changes depending on whether you approached the magic device from the Haruru side or the Kapua Noll side at which entrance you came closer.

● Dice Game

Location Port Town Kapwanol (P174)
Period No.29 Strange Girl~
Acquisition Rita · Title "New Dice Master", see items below

The event occurs when you talk to the Kapwanol Dice Master while Rita is prese

For "Big? Small?" choose "Small" if the number is 3–10, and "Big" if it is 11–18. For "Exact? Half?" choose "Exact" if the number is even, and "Half" if it is odd. Guess either correctly three times in a row to win, and you will receive a title and items. · Obtained Item 1 (No.29–56)

Item "Apple Gummy"	Item "Orange Gummy"
Item "Lottery Gummy"	—

• Acquired Items 2 (No.57~129)

Item "Life Bottle"	Item "Panacea Bottle"
Item "Holy Bottle"	Item "Dark Bottle"
Item "Liqueur Bottle"	Item "Cocktail Bottle"

• Obtainable Items 3 (No.130~)

Item "Apple Gummy"	Item "Lemon Gummy"
Item "Orange Gummy"	Item "Pine Gummy"
Item "Miracle Gummy"	Item "Kuji Gummy"

● Report

Limited Time

Location Port town Kapua Trim (→P182)
Period No.36 The Rogue Who Evaded Guilt ~ No.46 To Protect the Beloved Town!
Acquisition —

If you stay at the Kapua Trim inn, a bounty

A subevent occurs in which residents, suspicious that Yuri has become the wanted man, report him to the knights. Sensing the knights' presence, Yuri quietly wakes his sleeping companions and escapes from the inn.

●The Princess's

Limited Time

Location Newly Developed City Heliod (→P188)
Period No.44 Given Mission ~ No.56 The End of the Gale
Acquisition

Approach the Drake near the Heliod Barrier Magic Device and speak to it to trigger this event. Estelle, who calls the Drake—with its stern demeanor—her master, recounts that the Drake once served as a sword master.

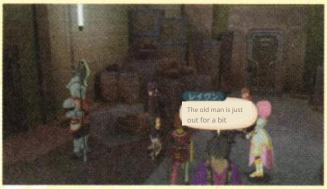
●Yuri and the Knight Limited Time

Location: New City Heliod (→P188)

Period No.44 The Given Mission ~ No.56 The End of the Fierce Storm

Acquired —

When you go to the Heliod Knights' Headquarters, a conversation event occurs with the knight Ashette, who was a同期 (contemporary) of Yuri and Flynn during their knight days. From him, you can hear mischievous stories about Yuri from when he belonged to the knights.



Ashette talks about his memories with Yuri. If Raven is present, the dialogue content changes.

• Workers Limited Time

Location: Newly Developed City Heliod

(→P1[illegible]) Period: No.44 The Given Mission ~ No.56

The Last of Kairan

If you stay at Heliod's inn between the time you depart for Dangrest and the end of Part I, an event will occur where a laborer collapses. Estelle tries to nurse him with healing magic, but he refuses her help and leaves.

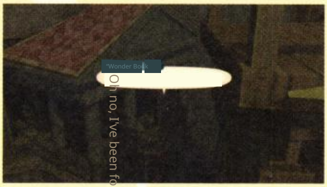
●Wonder Reporter (2) Limited Time

Location Newly Developed City Heliod (→P188)

Period No.44 The Given Mission ~ No.56 The Last of the Fierce Storm

Acquisition —

Investigate the terrace on the right side of the entrance to Heliod's inn & shop, and a side event will trigger in which you meet the Wonder Reporter again. The event has a short occurrence window, so check it as soon as you visit Heliod.



The wonder reporter is hiding in a very hard-to-find location. Refer to the photograph to find them.

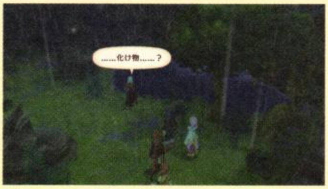
●Mysterious Man (2) Limited Time

Location Ruined City Carboclam (→P184)

Period No.44 The Given Mission

Acquisition

Go straight from the entrance of Carboclam, and at the first fork take the left to be reunited with Duke. The event trigger period is short, lasting until you advance to Dangrest, so it's best to make a detour and head to Carboclam.



Duke is standing by the spring located on the left side of the building. Stop by before proceeding to Dangrest.

• Rabbit Guild

Location: Guild Nest Dangrest (P191)

Period No.45 Guild Nest ~

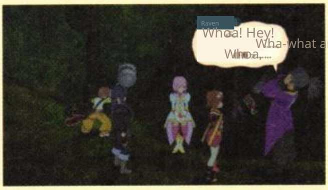
Obtainable: Valuables "Rabbit Guild Badge", Attachments see below If your total title points as listed on page 556 are 500 or more, speak to the Rabbit Guild leader at the Dangrest Guild Union headquarters. In the initial conversation you will receive the "Rabbit Guild Badge" and "Rabbit Ears (for ladies)". Moreover, each揪 time you speak to the Rabbit Guild leader after reaching the specified title point thresholds in the table below, you can obtain valuable attachments corresponding to your title points, starting with the "Full-frame Glasses". Attachments obtainable by title points

500 or more	Rabbit Ears (for ladies)
1000 or more	Full-frame Glasses
Over 1600	Tonosama Chonmage
Over 2200	Prince Toissho
Over 2800	Usamimi Adaruti
Over 3400	Brusagari Prince
Over 4000	Usamimi Pirate
Over 4,600	Dog Jerky
Over 5,200	Usamimi Justice (Rabbit-Ear Justice)
Over 5,800	Nyanko (Cat)
Over 6,600	Usamimi Custom (Rabbit-Ear Custom)
Over 7,500	Dog Face
8500 or more	For Gentlemen with Bunny Ears

●I Hate Bugs! Limited Time

Location Cave Mock Great Forest (→P194)
Period No.47 The Great Forest Sleeping in Emerald ~ No.56 The Last of the Fierce Storm
Acquisition Karol · Skill "Insect Blaster Breath"

If you go left at the first fork after entering the Cave Mock Great Forest, an event occurs in which Karol overreacts to insect-type monsters. Rita gives Karol a special insecticide as a present, and Karol learns the "Insect-Blast" technique.



Rita warns not to aim it at people, but she casually blows it at Raven herself.

●The Wisdom of Years Limited Time

Location Cave Mock Great Forest (P194)
Period No.47 The Emerald-Sleeping Great Forest ~ No.56 The End of the Raging Storm
Acquisition

Proceed from the entrance of the Cave Mogg Great Forest, take the first fork to the left, then the next fork to the left; there you can hear Raven share information about Earl. You catch a glimpse of his intellectual side, different from his usual absent-minded persona.

●Mysterious Man (3) Limited Time

Location Guild Nest Dungrest (P191)
Period No.59 Trouble Breeds Trouble
Acquisition —

Estelle is attacked by monsters and reunites with Duke on the destroyed Dungrest bridge. Duke knows about the creature that attacked Estelle and leaves behind a cryptic remark: “It moves in the same way as I do.”

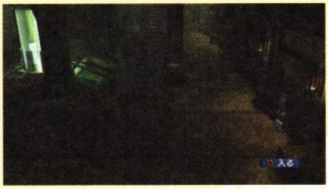
カロル
Ah, that person — we met at Cape Mock...

After leaving Dangrest for the field and then re-entering Dangrest, a conversation will begin.

●Brionac (1)

Location: Gear Tower Gaspharost (→P202)
Period No.59 Turmoil Begets Turmoil ~
Acquisition —

When Judith is present, a conversation event occurs if you enter the right-hand room on the first floor of Gaspharost. If you complete all the consecutive events that start from here, you can obtain Judith’s strongest-class main weapon.

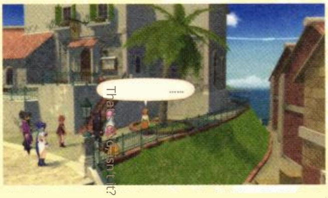


The entrance to the room where the event triggers is at this location. It can be triggered from right after the start of Part II.

• Dragon Tamer Appears? (1) Limited Time

Location: Port Town Kapua Trim (P182)
Period No.66 Beware of Fishmen ~ No.69 Mysterious Small Box
Item Obtained 1

If you talk to the resident standing in front of the flowerbed in Kapua Trim, an event occurs where Judith secretly destroys a magitechnical device while hiding among the party. Afterwards, when you arrive at Nordpolica, talk to the man with the headband near the entrance.



The person who triggers the sub-event is standing in front of the Shagobim flower of the inn.

●Smooth-Talking Man (1)

Location: Flower Town Harul (P162)
Period: No.66 Beware of the Fishmen～
Acquired Raven — Intermediate Magic “Arrivederci”

When you talk to Cicily standing in front of Haruru's inn, an event occurs in which you count the petals of Haruru's tree together. This is a condition for triggering “The Smooth-Talking Man (2) (P310)”, so do not miss it.

Ghost's Lost Item

Locatior Flower Town Haruru (P162)
Period No.66 Beware of the Fishmen~
Acquisit Attachment "Veil"

After "Under Haruru's Tree" (→P307) occurs, talk to the children near Haruru's tree to trigger this. Estelle objects to the children, who were told by Haruru's elder that "the bride of the Kōkyo Emperor"'s corpse is under the tree.

The Smooth-Talking Man (2)

Locatior Port Town Kapwanol (P174)
Period No.66 Beware of the Fishmen~
Acquisiti Raven: Skill "Vacanza", Title "Twilight Freeman" "Smooth-Talking Man (1) (P309)

" When completed, this event occurs if you talk to Cicily near Ragow's mansion in Kapuanol. Yuri and the others are invited by the cheerful Cicily to go see the sea as she keeps chatting happily.

Cicily
Oh, Buonasera
How have you been?

This is the place where Cicely is. There is no time limit for the event, so feel free to visit whenever you like.

Karol's Happy Dream

Locatior Port town Capuanoir (P174)
Period No.66 Beware of the Fishmen~
Acquisition —

Occurs when staying at the inn in Capuanoir. You can see Karol's convenient dream in which he single-handedly defeats a huge monster and is praised by his companions. However, it does not occur between No.92 and No.126.

Karol
Even if you say that, I don't know
Eh, Bo, I

Karol struggles in his dream with Yuri and the others over whether to choose the "Demon-Hunting Sword" or this one.

Collector's Picture Book (2)

Limited Time

Locatio Academic Closed City Aspio (→P164)
Period No.66 Beware of the Fishman ~ No.146 The Reviving Ancient Tower
Acquisit One

This event continues from "Collector's Encyclopedia (1)" (→P306). If you have filled the "Collector's Encyclopedia" to 50% and go under the Aspio inn, Giovanni will appear and ask to borrow the "Collector's Encyclopedia." It is an important sub-event affecting the conditions for triggering "Collector's Encyclopedia (3)" (→P343), "Your Dazzling Swimsuit Appearance (2)" (→P340), and others, so make sure to reach 50% in the "Collector's Encyclopedia" before Aspio collapses in No.146.

Bounty (1)

Locatio Imperial Capital Zaphias (→P150)
Period No.66 Beware of the Fishman~
Acquisit Yuri: Title "Famous Person of the Capital", Special Skill "Tiger Fang Cleave" Upon entering the noble district of Zaphias, a conversation event with Shel occurs. After accepting the request "Please find my brother," talk to Shel near Mordio's mansion, then speak to Ryune in the Civic District.

Chasing the Cat

Location Imperial Capital Zaftias (→P150)
Period No.66 Beware of the Fishmen~
Acquisition -

Occurs when you speak to the elderly woman in the fountain square of the lower town. She asks you to catch Nola, her pet cat that climbed onto a building and won't come down, so proceed from the lower town to the civic district and talk to Rita or Estelle, or to Nola. Then Nola will run away to the noble quarter again. After that, chase her to Mordio's mansion and catch her to complete the event.

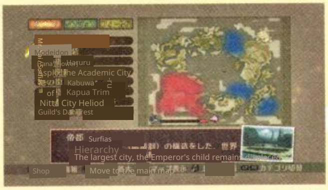
Karol
Got it!

Cat-lover Rita desperately chases the stray that escaped to the aristocra
but in the end Karol catches it.

●Reunion with the Big Boss

Location: Port town Kapua Trim (p.182)
Period No.67 Fishman Extermination~
Obtain Valuable item: "Marking Map", Rapido's Title: "Match of Fate"

This subevent occurs when you go to the Kapua Trim dock. After this, Rapido will repeatedly engage in territorial disputes with his former rival, the Petit Wolf. If you use lodging items on the field such as "goza" mats or "tents", the dog map for that area will be dyed blue as Rapido's territory. Repeat this across the field to increase Rapido's territory. Note that the Inner Sea, Outer Sea, and the navel of Telka Lymilres can not be marked. Also, while on the field the red areas indicating Petit Wolf's territory will grow over time, so when you find a red territory you should go there and repaint it blue.


Modeidon
Haruru
Aspio the Academic City
Kabuwa
Kapua Trim
Nitta City Heliod
Guild's Dangrest
Surfias
Hierarchy
Shop
Move to the main map
The largest city, the Emperor's child remains displaced

The dog map can be displayed by opening the world map in the library and then pressing .

The real game begins after you can freely move with Baul. Expand your territory all at once.

●Remnants of a Rival

Location Imperial Capital Zaphias (→P150)
Period No.67 Fishman Extermination~
Obtain Valuables "Friends' Furball"

This conversation event occurs if you talk to the dog near Zaphias's shop while in the state of having completed "Reunion with the Big Boss." Many dogs living in Zaphias give a gift to Rapido.

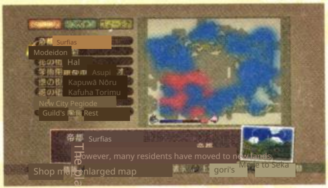
●Big Boss Returns

Location: Field
Period No.67 Fishman Extermination~
Acquisition —

"A continuous event following 'Reunion with the Big Boss.' If you increase Rapido's territory to 50% and use a lodging item on the field, a Petit Wolf will appear in front of the party again. The territory strength can be checked with the gauge displayed at the bottom of the dog map."

With full force and ability
I'll let you go!

When Petitwolf learned that Rapido's influence had exceeded 50%, he declared a full-scale counterattack.


Surfias
Modeidon
Hal
Asupi
Kapuwā Nōru
Kafuha Torimu
New City Pegiode
Guild's Ring Rest
Surfias
Shop map enlarged map
gori's
Move to Seka
However, many residents have moved to new lands

The blue part of the gauge indicates Rapido's influence. It triggers when this exceeds half.

■ The Fate of Dedeki

Limited Time

Location: Port town Kapuwa noru (P174)
Period No.69 Mysterious Small Box ~ NO.148 Uniting Hearts
Acquired —

If you go to the back alleys of Capuanor without Flynn, this occurs. You discover Dedekki, a magic-core thief who is impersonating Mordio. Yuri tries to bring down the hammer on him for stealing the aquatic conducting magic device from the lower town, but Rita, excited by Dedekki's insults, gets there first.

Dedekki
Guwa----!!

Upset at being treated like a perverted mage by Dedekki, Rita flies into a rage and attacks with "Stone Blast."

●Obtain Seafood Rice E

Location Port Town Kapwanol (P174)
Period No.69 Mysterious Little Box~
Obtain: Seafood Bowl Recipe

When you have met the Wonder Chef, this occurs if you speak to the woman standing in front of the inn in Capuanor. It is a side event where you can obtain a cooking recipe. You can get the "Seafood Bowl" recipe, said to be her son's favorite.

Yuri
S 's name
Isn't it Ashette?

If you have triggered "Yuri and the Knights" in Heliord (→P308), the dialogue changes.

●Words of Admonition

Limited Time

Location Arena City Nodeborica (P216)
Period No.70 The City Where the Warrior's Song Resounds ~ No.85 On a New Moon Night
Acquisition —

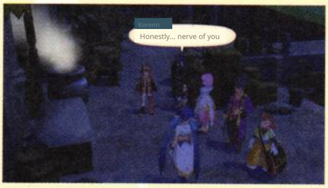
Occurs after completing "The Princess's Mentor" (→P307) and talking to Drake near the Nodopolica arena. The period is short, so watch it as soon as you arrive in Nodopolica.

●Dragon Tamer Appears? (2)

Limited Time

Location Arena City Nodopolica (P216)
Period No.70 The City Echoing with the Warrior's Song ~ No.74 Decisive Battle! Arena
Acquisition —

Speaking to the fish seller with a headband at the entrance of Nordopolica triggers this event. You hear a story that a fish called Batangi, which used to be so awful it was inedible, has suddenly become delicious. While the party listens to this tale, Judith takes the opportunity to destroy Nordopolica's magic device.



When Judith returns, she says she was invited by a man, and Yuri, who knows her secret, growls insults.

● Mysterious Man (4)

Limited Time

Location Arena City Nodpolica (P216)
Period No.72 Patty's True Identity ~ No.79 Where Cacti Grow
Acquisition

When you climb the stairs of the Nodpolica arena, you encounter the scene where the duke who visited Berius is told by Nuts to come back later. The occurrence period is short, so don't miss it.

デューク
...and so forth, deceived

Duke does not take Yuri's question seriously and briskly walks away.

Erasure

Limited Time

Location: Nodopolica City (P216) →
Period: No.73 Minor Trouble at the Arena ~ No.79 Where Cacti Grow
Acquisition: Yuri Mystic Arte "Gishōsen"

After completing "Report" (→P307), a subevent occurs when you speak to the man and woman near the Nodopolica entrance. If you then stay at the Nodopolica inn, Yuri slips out of the inn to confirm the truth of the missing-person case the couple were talking about.

Gugyaaaaaaa!

Late at night, Yuri slips out of the inn and comes upon a scene where a man in black clothing is fighting off kidnappers.

● Mysterious Man (5)

Limited Time

Location Chadus's Windpipe (→P219)
Period No.75 The Cave Where Air Gushes ~ No.79 Where Cacti Grow
Acquisition —

After defeating a Pterops in the deepest part of Chadus's Windpipe, if you go to the Airclene (Earlcrene) inside the cave, an event occurs where you meet Duke. He warns Yuri and the others "Do not approach Airclene," and then departs.

Renowned Chef (1)

Location 闘技場都 City Nodeborida (P216)

Period No.75 The Cave Where Air Gushes ~

Acquisition

Occurs after cooking more than 600 times and getting at least three of Patty's dishes to "MASTER!" Talk to the man inside the arena to trigger it. Impressed by Patty's cooking skills, various people come to visit.

That's right. Today, Patty was scouted by the guild.

Patty is scouted as a cook by the gourmet guild "Shoku no Hanamichi" and by renowned restaurants.

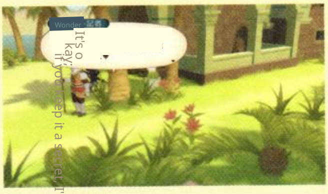
Wonder Reporter (3)

Location City of Water and Yellow Sand Mantike (P222)

Period No.76 The Oasis Where Hot Winds Waft ~

Acquisition —

When you examine the space between the trees where the Wonder Chef is hiding, you find the Wonder Reporter. He has been following Yuri and the others and updates the "Wonder Log" around the time they fall asleep.


Wonder 記者
It's okay; if you keep it a secret, I'll continue to quietly by your pillow whenever you like

The Wonder reporter is hiding between the two trees where the soldier is standing. Investigate this spot.

Estellise's precious item

Limited Time

Location: Mantike, the town of water and yellow sand (P222)

Period No.78 The Governor's Unreasonable Order ~ No.100 The Forest Hailed as Holy

Acquisition: Valuables "Mother's Keepsake"

If you stay at the Mantike inn, an event occurs where Yuri and Estelle talk by the oasis. Estelle entrusts Yuri with the valuable item "Mother's Keepsake." This item is essential for completing Secret Mission 17 (→P266), so be sure to obtain it.

Hidden in the darkness

Limited Time

Location City of Water and Yellow Sand Mantike (P222)

Period No.78 The Governor's Unreasonable Order ~ No.128 Beyond Interfere

Acquisition Judith Special Skill "Hien Gekka"

An event occurs when you stay at the Mantac inn. In the middle of the night, Judith slips out of the inn to destroy the magitek device. Yuri and the others追跡follow her and discover a knight order transporting the device. Together with Judith, they destroy the magitek device.

Reward for Helping People

Location: Mantike, the City of Water and Yellow Sand (P222)

Period No.82 Crushing Tyranny ~

See below for obtainable items

It occurs when you talk to Alf and Laila on the path just before Mantike's oasis. In exchange for returning the "glass bead" you had received earlier, you receive an item. Note that the item you can obtain changes depending on the remaining amount of the water gauge when rescuing the parents in No.79.

Items received

Remaining amount of the water gauge	Items
Less than 10%	Item "Mix Gummy"
10% or more but less than 50%	Item "Miracle Gummy"
50% or more	Item "Hourglass"

Sandtrap (1)

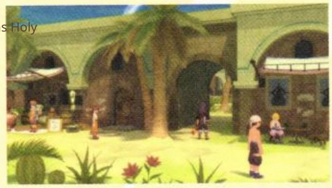
Limited Time

Location City of Water and Yellow Sand Mantike (P222)

Period No.83 Tyrant Knight, Missing? ~ No.128 Beyond Obstruction

Obtain Ingredient "Milk"

Pass through the corridor to the right of Mantique's inn and go around to the back, where a person dressed as a cow, "ushinin," is standing. If you talk to him, he will offer a barter trade. This starts a series of events where you can obtain valuable items, so prepare an "Apple Gummi" and accept ushinin's trade.



The passage between the inn and the Guild "Well of Heaven and Ushinin is located beyond it.

Guild Work (1)

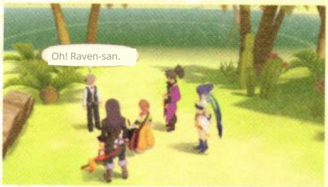
Limited Time

Locatio City of Water and Yellow Sand Mantike (P222)

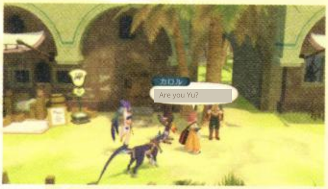
Period No.83 The Tyrannical Knight, Disappeared? ~ No.128 Overcoming Interference

Acquisiti 3000 Gald

The guild "Dignified Morning Star" takes on a job, portraying the process of the guild's growth in a series of events. This subevent has a limited occurrence period, and missing even one part can prevent subsequent events from triggering. Once you have advanced the scenario to the time it can occur, check it immediately. The "Guild Work (1)" itself can be started by speaking to the Union representative near the Mantique Oasis and choosing "Accept." After that, talk to Yu standing in front of Mantique's inn and entrust him with the "Book of Proof of Friendship" and the "Emblem of Friendship." Next, deliver the "Book of Proof of Friendship" to Nobis in the Kapua Trim inn, then hand the "Rainbow Bookmark" you received in return to Yu in front of Mantique's inn to complete the request.



The Union representative is on the road toward the oasis. Ask him for information about the client.



The client Yu is standing in front of the Mantyk Inn. The request is to deliver two valuables.

- Procedure List

1	Move to the streets of Mantaique
2	Talk with the Union envoy near the oasis and accept the request
3	Talk with Yuu in front of the inn / Obtain "Book of Proof of Friendship" and "Emblem of Friendship" Obtain "Emblem of Friendship"
4	Give the "Book of Proof of Friendship" to Nobis at the Kapua Trim inn / Obtain "Rainbow Bookmark"
5	Talk with Yuu in front of the Mantaique inn

Yuri's Life in the Lower Town

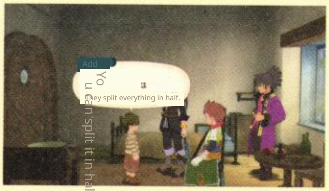
Limited Time

Locatio Imperial Capital Zaphias (→P150)

Period No.88 Fieltia Ship Adrift ~ No.101 The Joy of Being Acknowledged

Acquisit Ingredient "Bread"

Occurs when you return to Yuri's room in the lower town of Zaphias. Ted tells an old story about how Yuri and Flynn used to split everything in half. Note that this event is time-limited, so stop by Zaphias early.


You can split it in half, right? Yuri and Flynn
They split everything in half.

Ted gives "bread" as a gift in an attempt to reconcile the quarreling Yuri and Flynn.

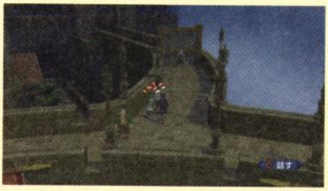
Money is important too

Locatio New City Heliod (→P188)

Period No.88 Fieltia Ship Adrift ~

Obtain Patti · Skill "Search Gald", Title "Gald Searcher"

This occurs when you speak to the two elderly men, Heelas and Cotton, near the entrance of Heliod. You can hear that the guild they had invested in was dissolved and their investment was not returned, resulting in a big loss... From their story, Patti deeply learns the importance of money and acquires the combat skill "Search Gald," which allows you to obtain gald during battle.



Hylas and Cotton are standing at the entrance on the right side of Heliod. Talk to them.

パティ
Whether it's interesting or boring will be decide

While Patty is despondent between No.99 and No.102, this sub-event will not occur.

Fashion Guild

Location Guild Nest Dungrest (P191)
Period No.88 Drifting of the Fiertia~
Acquisition Title, see attachments below

By combining held titles and attachments, you can obtain new titles and attachments through a side event. If you possess the required items listed in the table below and speak to Sassoon, who is in the back of Dangrest’s tavern "Shooting Star of the Heavens," he will create a new title or attachment for you each time. Note that the original title and attachment will not be lost. Also, if you have obtained all of these items and then speak to Sassoon, a conversation event will occur.

Set x1
Shokubo Set
Kitto
Become a mother
Mix of gender and sex!

The titles obtainable from Sassoon number 15 types, and there are 16 types of attachments.

- Obtainable Titles

Character	Obtainable Titles	Required Titles
Yuri	Ponytailed Post-Bath	The Holy Knight in My Heart
		Tank Topper
Karol	Frog Boy	Sparkling Minor Supporting Grunt
	Frog Girl	I'm a Girl
		Sparkling Minor Supporting Grunt
	Frog After a Bath	Sparkling Minor Supporting Grunt
		Towler
	Frog-like Golden Warrior	Twinkling Supporting Minion
		Golden Warrior Who Conquers the Lofty Peak
	Frog-like Gauntlets	Twinkling Supporting Minion
		Little Knight
	Frog-like Lunch Duty	School Lunch Server
		Gleaming Minor Enemy
	Frog-like Detective	Gleaming Minor Enemy
		Warehouse Master
	Frog-like Young Master	Gleaming Minor Enemy
		Valiant Unfinished Greatsword
	Stylish Forelock Boy	Valiant Unfinished Greatsword
	Little Golden Knight	Golden Warrior Who Conquers the High Peak
		Little Knight
Raven	Chic Forelock Old Man	Admired Knight Order Captain, Chief
Judith	Pure White Sky Flying Dragon Tamer	Guardian of Truth
	Chic Ponytail	Glamorous Maid
	Fluffy Maid	Glamorous Maid
		Unfairly Fluffy Girl

Obtainable Attachments

Obtainable Attachments	Required Attachments
Dangerous Man Set	Hat (black)
	Eye Patch
Intellectual Bunny Ear Set	Bunny Ears for Ladies
	Frameless Glasses
Good Wife and Wise Mother Set	Veil
	Frameless Glasses
Secret Celeb	Hat (Alternate Color)
	Sunglasses (Round)
Rascal Kid Set	Sunglasses (Triangular)
	Adhesive Bandage
Ninja Set	Magatama
	Shimenawa
	Extra-large Scroll
Cute Accessory	Sakura Hair Ornament
	Earring
Critia Beauty Set	Seaweed Sack
	Hair Ornament
Valkyrie Set	Tentacle Gloves
	War Maiden's Battle Helm
Secret Tactical Squad Equipment	Shoulder Shield
	Mask
Secret Tactical Squad Assault Equipment	Spike Armor
	Mask for Elites
Detective Set	Hat (black)
	Sunglasses (round)
Dr.ット	Spiral Glasses
	Pipe
Nice Middle-aged Set	Frameless Glasses
	Pipe
Dog Full Set	Dog Face
	Inumimi (Dog Ears)
	Inushippo (Dog Tail)
Great Rampage Gang	Berserk Man
	Rampaging Princess
	Rampaging Little One
	Rampaging Researcher
	Rampaging Old Man
	Berserk Lady
	Rampaging Knight
	Rampaging Pirate

●Likes Women (1)

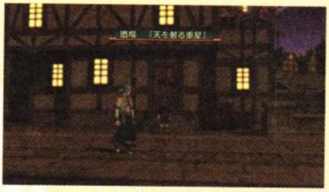
Limited Time

Location Guild Nest Dangrest (P191)

Period No.93 The Mountain Where Dragons Live ~ No.128 Overcoming the Obstruction

Acquisition —

Sub-event that occurs when entering the tavern "Heaven-Shooting Heavy Star". Seeing Rita with a woman who appears to be acquainted with Raven, she asks Raven whether his taste in women has changed to something childish.



"Heaven-Shooting Heavy Star" is located on the left side of Dangrest. There are two taverns, so be careful not to mistake them.

●As the Boss

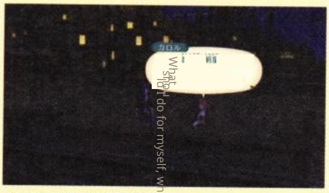
Limited Time

Location Guild Nest Dangrest (P191)

Period No.93 The Mountain Where Dragons Live ~ No.110 The Captain of the Knigh

Acquisition Karol Title: "Sleepless Boy"

Occurs when staying at the inn in Dangrest while Karol is present. Yuri comforts Karol, who is shocked by Don's death. Many other inn-related sub-events occur here, so it's good to stay consecutively.



Karol isn't just depressed; he struggles with how he should act as the "Gallant Morning Star."

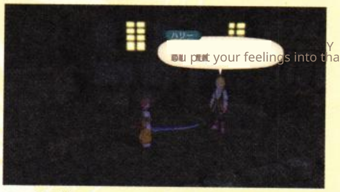
●Hang in there, boy

Location Guild Nest Dungrest (P191)

Period No.93 The Mountain Where Dragons Live~

Acquisition Karol Skill "Special"

Occurs when you stay at the Dangrest inn with Karol present. While training and recalling Don's last words, Karol is lent Don's treasured sword by Harry. On the fourth training session, Karol learns the skill imbued in the sword.



This sub-event occurs a total of four times. To see all of the conversations, stay consecutively at inns.

●Who will inherit it?

Limited Time

Location: Guild's Nest Dungrest (→P191)

Period No.93 The Mountain Where Dragons Live ~ No.100 The Forest Hailed as a Sacred City

Acquired: Valuables "Imperial Family Crest"

This event continues from "Words of Admonition" (P312). When you enter Dungrest's tavern "Heaven-Piercing Heavy Star," an event occurs in which Estelle treats an injury. After leaving the tavern, Estelle is scolded by Drake.

●The Truth of the Ruins' Gate (1)

Limited Time

Location Shaikos Ruins (P166)

Period No.93 The Mountain Where Dragons Live ~ No.127 Infiltrating the Palace

Acquisition —

A subevent that triggers when you go to the Shaikos Ruins. You come across members of the guild "Gate of the Ruins" writing their names into a magic device they discovered, which enrages Rita when she sees it. She can be seen lecturing them.

●Arijigoku (2)

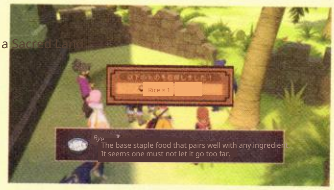
Limited Time

Location: City of Water and Yellow Sand, Mantaik (P222)

Period No.95 The Bird Living in the Desert ~ No.128 Beyond the Interference

Acquired: Ingredients "Rice," "Potato," "Onion," "Carrot"

After "Arijigoku (1) (→P313)," it occurs when you stay somewhere and then speak to the Mantaik cowherd. If you give Judith's main weapon "Trident," she will exchange it for multiple ingredients used to make "Curry."


Rice × 1
Rye
The base staple food that pairs well with any ingredient. It seems one must not let it go too far.

At this point it's an unprofitable barter, but if you endure and continue, you will receive a great reward.

·Judgment

Limited Time

Location Mantaik, the town of water and yellow sand (P222)

Period No.95 Birds Living in the Desert ~ No.128 Beyond the Interference

Acquisition

After completing "Erasure" (→P312), speak to the man at Mantike Oasis who is with a child to trigger the event. Afterwards, stay at an inn, and when you approach the oasis you will encounter a scene where a man in black is attacked by pursuers.

The difference is
it might be.
So you noticed after all.

Yuri cuts down the pursuers in one stroke. The man in black explains why he continues this line of work.

Portrait of Nan

Limited Time

Location Mantaik, the town of water and yellow sand (P222)

Period No.95 Birds Living in the Desert ~ No.128 Beyond the Interference

Acquisition —

An event that occurs when entering the Mantyk Inn. If you answer "Yes" to the inn's question "Would you like to stay?", there is a scene behind the inn where Judith shows concern for Karol, who worries about the injured Nan.

Mi Judice
Someone who isn't important
I don't carry photos around

Judith often shows Karol Nan's photo and asks him to look closely
He/She says (that) (they) noticed that it existed.

After Belius's Death

Limited Time

Location: Arena City Nodopolica (→P216)

Period No.95 Birds Dwelling in the Desert ~ No.128 Beyond the Obstruction

Acquisition —

Occurs when you advance to the front of the Nod Polyka Coliseum. After the conversation, if you speak to Natts who is in front of the coliseum governor's private room, memories of meeting Belius are recounted. If Flynn is present, the content of Natts's dialogue changes slightly.

A Ravaged Town

Location Guild Nest Dangrest (P191)

Period No.95 The Bird That Lives in the Desert ~

Acquisition

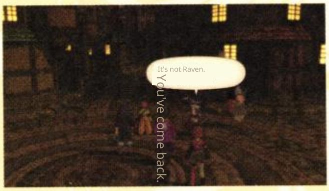
Occurs when the Rapid faction's presence is 50% or more on the marking map, after completing "Big Boss Returns," and talking to the cat at the entrance of Dangrest. This is a subevent necessary to see "Final Resolution" (→P334).

Likes Women (2)

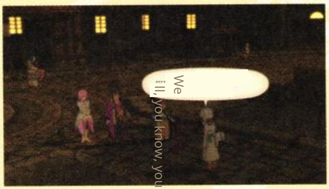
Limited Time

Location: Guild den Dangrest (P191) Period: No.95 Birds Living in the Desert ~ No.128 Beyond the Interference Acquired from: Raven Title: "Philanthropist (female only)"

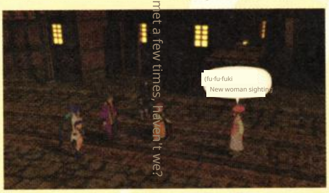
After completing "Likes Women (1)" (→P316), Raven and the women pictured below, who are familiar with him, appear in the town of Dangrest. After speaking to one of the three women and then moving to the Guild Union headquarters, a conversation event with another woman in front of the headquarters will occur.



The woman with a cane is standing in the square. She is told, "How long are you
"



The woman with the orange hat is in front of the "Crimson Meteor Showe
Judith is mistaken for a new girlfriend.



The woman with the white hat is on the passageway leading to the inn on the lower side of the plaza. She is told, "She is at the usual

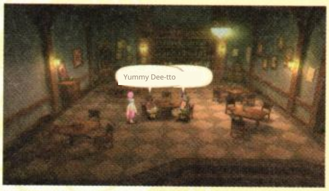
Serving Game

Location Guild Nest Dungrest (P191) →

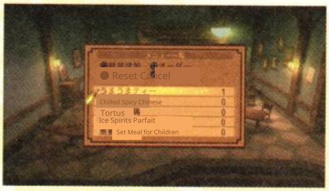
Period No.95 Birds Living in the Desert ~

Acquisition Rewards: see below

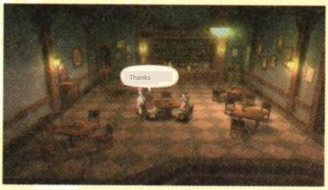
Occurs when you talk to the female clerk at the counter of Dungrest's tavern "The Star That Pierces the Heavens." You choose a character to help run the shop and then play a mini-game following the sequence shown in the photo below. The Gald rewarded changes across three difficulty levels and also varies depending on the scenario progression. A characteristic of this event is that equipping a title obtained from this event applies a multiplier. Also, if all five members clear Level 3, a conversation event teasing Yuri will occur.



First, talk to the customer and take their order. There is no time limit so it's safest to actually write down the order.



Place the ordered dishes you took at the counter. Dishes can be selected from the menu screen.



Carry the finished dishes to the tables of the customers who ordered them. Proceed with this for multiple customers.

Serving Game Rules

● Estelle, Karol, Rita, Raven, and Judith can participate ● There are difficulty levels 1–3; the higher the level, the greater the rewards. However, the first playthrough only allows selection of level 1 ● Order the same items at the counter as the customer's order

● After the game ends, rewards change based on performance. If there are order mistakes, the base reward amount will be reduced

• Maximum Gald obtainable from No.95 to No.129

Character	Level 1	Level 2	Level 3	Title Multiplier※
Estelle	1900	2900	3900	1.08
Karol	3200	4600	6900	1.12
Rita	4400	6300	8700	1.15
Raven	5900	8700	11700	1.2
Judith	2500	3600	4800	1.1

• No.130 Maximum Gald obtainable afterwards

Character	Level 1	Level 2	Level 3	Title Multiplier※
Estelle 6 100 7700 9500 1.15 (1.5) [redacted]	[redacted]	[redacted]	[redacted]	[redacted]
[redacted] Karol 8 800 10000 12800 1.5 (2)	[redacted]	[redacted]	[redacted]	[redacted]
Rita 9 9000 1.8 (3)	[redacted]	12300	14200	[redacted]
Raven 2 (5)	11400	13800	16200	[redacted]
Judith	7500	9000	10800	1.25 (1.5)

※If you clear while the following title is equipped, the rewards will be multiplied by the titl and added. The value in parentheses for the title multiplier applies from No.154 on

• Titles obtained upon clearing Level 3

Estelle "Refined Waiter"	Karol "Lunch Duty"
Rita "Neko Neko Waiter"	Raven "Serving Dandyism"
Judith "Glamorous Maid"	—

Guild Figurehead

Limited Time

Location Guild den Dangrest (P191)→

Period No.95 Birds Living in the Desert ~ No.128 Beyond the Obstruction

Acquisition —

A subevent that occurs when you go to the Guild Union headquarters in Dun Grest. After Don's death, Raven is consulted about the frequent skirmishes between guilds and the empire occurring in various places. He is told that the "Market of Happiness" and the knights are causing trouble over the blockade of Kads's throat. After this, go to the Market of Happiness headquarters in Capua Trim and talk to Kaufman. She promises to cooperate with Raven to rebuild the ritualized union.

レイヴン
You should understand it too
The necessity of the Unions

Kaufman, who hops around the world, can be met at the Happiness Market headquarters during this event.

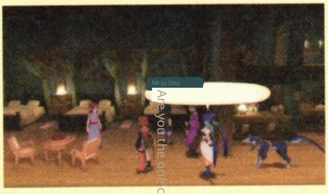
● Guild Jobs (2)

Limited Time

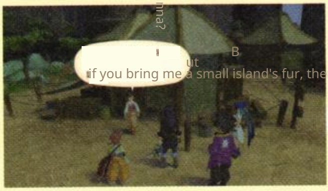
Location Guild Den Dangrest (→P191)
Period No.95 Birds Dwelling in the Desert ~ No.128 Beyond the Inter Period
Acquisition

After completing "Guild Job (1)" (→P314), it occurs when you speak to the master of Dangrest's tavern "Shooting Star" afterward. You assist in searching for Rianna's keepsake necklace, which is located in the back of the inn. The "small bird feather" required in step 6 is dropped by Byubyu (appearing on fields around Heliod; P435).

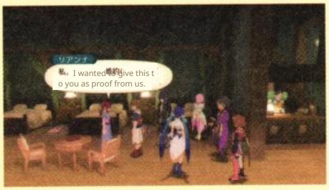
(→



The client Rianna is beside the bed in the inn. At this time, Carol hides his presence.


But
if you bring me a small island's fur, then I might give it to you.

When you speak to the woman at the workers' camp, she asks for a "small bird feather" in exchange for the necklace.



Raven ran around searching for a necklace for Riana, but she had a fiancé.

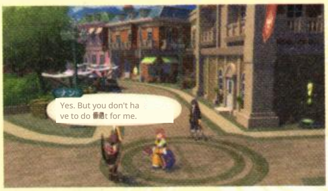
- Procedure List

1	Talk with Rianna in the back of the inn
2	Move to the right-side entrance/exit of Dangrest
3	Move to the Heliord worker camp
4	Move to the pier
5	Talk with the woman standing in front of the tent by the river
6	Give the "Small Bird Feather" to a woman / Obtain the "Evalite Necklace" Obtain the "Evalite Necklace"
7	Give the "Evalite Necklace" to Rianna at the Dangrest inn Give it to Rianna who is at the Dangrest inn

● Monster Compendium (1)

Location Port Town Capwanoir (P174)
Period No.95 Birds Dwelling in the Desert ~
Acquisition —

This occurs when the "Monster Encyclopedia" is filled to 50% or more and you head from the entrance of Capua Knoll toward the shop. Carol reports to Nan, his childhood friend who wields the "Demon-Hunting Sword," that entries in the Monster Encyclopedia have been filling up.



When Carol worries about what happened on Mount Temza, Nan responds coldly and runs off.

● Brynhildr (2)

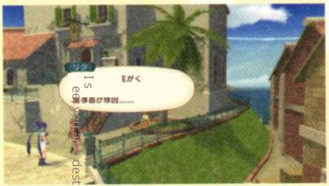
Location: Port town Kapua Trim (p.182)
Period No.95 Birds Living in the Desert ~
Acquisition

After completing "Brynhildr (1) (p.309)", talk to Kaufman at the Happiness Market headquarters in Capua Trim to trigger this. After the conversation, speak with the shop clerk at Dangrest Store No. 1.

● Dragon Tamer Appears? (3)

Location: Port Town Capua Trim (→ p.182)
Period No.95 Birds Living in the Desert ~
Acquisition —

After completing "Dragon Tamer Appears? (1)" (→ p.309), speak with the woman in the flower bed next to the Happiness Market headquarters to trigger this. This is an epilogue to "Dragon Tamer Appears? (1)", and it concerns the withering of the once-flourishing Shagoshim flowers.

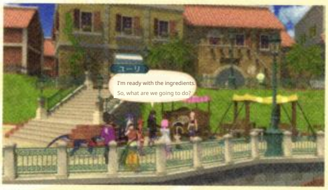


When Judith admits to destroying the magic device, Rita shows a mix of complicated emotions.

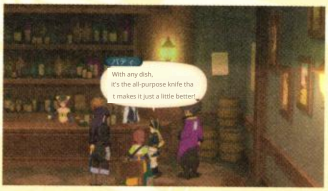
Let's make the signature menu

Location The port town Kapua Trim (P182)
Period No.95 Birds Living in the Desert ~
Obtain Valuables "All-Purpose Kitchen Knife", Fisherman's Pot Recipe

Talk to the stall owner near the entrance of Capua Trim to trigger this event. Patty comes up with a new menu using fish. The "Freystone" needed to obtain the "All-Purpose Kitchen Knife" in step 2 can be obtained from the Fire Spirits in the Cogol Desert (→P440), and the "Sharp Blade" can be obtained from the Strange Bat in Carboclam (→P440). This sub event is not time-limited, but it will not occur between Nos. 99 and 102.


ユーリ
I'm ready with the ingredients. So, what are we going to do?

All ingredients except napa cabbage are available in Nordpolica; napa cabbage can be purchased in Myorzo after No.102.


パティ
With any dish, it's the all-purpose knife that makes it just a little better!

The "万能包丁" (Universal Kitchen Knife) is a valuable item that increases the success rate of cooking by 5%. Having it is very convenient.

Pate
It's finished.

The "Fisherman's Hot Pot," made abundantly with seafood, is complete. This valuable recipe increases the OVL gauge by 1.

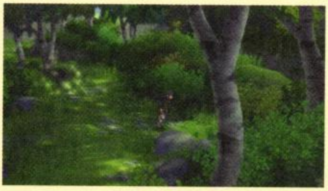
Procedure List

1	Speak to the owner of the juice stand in Kapua Trim while holding the ingredients "hakusai" (Chinese cabbage), "tofu", "kombu" (kelp), "scallop", "salmon", "squid", and "shrimp".
2	Dangrest: Talk to the master of "The Twin Stars That Pierce the Sky" while possessing the "Sharp Blade" and "Flame Stone" / Obtain the valuable item "Universal Kitchen Knife"
3	Talk to the juice stand owner / Obtain the Fisherman's Stew recipe.

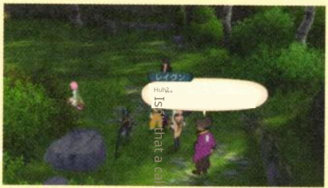
Warrior of Mourning (1)

Location Efmid Hill (→P171)
Period No.95 Birds of the Desert~
Acquisition Valuable "Kirtansas"

A series of events that tells Raven's past. Enter Efmid Hill from the Capua Nord side, and a conversation will occur when you go to the plaza by taking the right path at the first fork. In the plaza, Estelle discovers a flower called "Kirtansas," and seeing it makes Raven remember an old friend.



On Efumido Hill, proceeding to the right at the fork shown in the photo will automatically trigger an event.



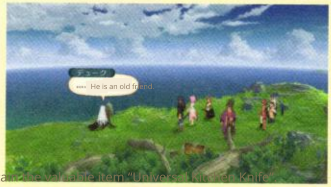
Raven correctly names the flower Estelle found. What memories does he have associated with this flower?

Visiting the grave (2)

Limited Time

Location Efmid Hill (→P171)
Period No.95 Birds Dwelling in the Desert ~ No.128 Crossing the Interference
Acquisition —

'Visiting the Grave (1)' (p.307) continuation Sub-event. If you go to the sea-view hill on Efmid Hill, you reunite with Duke and a conversation event occurs. The small gravestone placed on the sea-view hill is said to belong to Duke's comrade. Yuri and the others join their hands in front of the gravestone.



Duke does not speak of anyone's grave. Who is he, and what happened in his past?

● Hermes's Treatise

Location Efmid Hill (→P171)
Period No.95 Birds Dwelling in the Desert~
Obtain Valuable item "Hermes Memo", Rita intermediate magic "Negative Gate". Occurs when approaching the broken magical device on Efmid Hill from Harulu's side. Next, examine the bookshelf near the mnestic formula in Aspio to obtain the "Hermes Memo". After that, stay at the inn in Kapua Trim and Rita will learn the magic.

Ifumphunftonepmejap's

This is not "Eal".

If Aspio has disappeared, "Hermesmemo" can be obtained at the inn in Kapua Trim.

●The Truth of the Ruins Gate (2)

Limited Time

Location: Arena City Nodepolica (P216)
Period No.95 Birds Living in the Desert ~ No.127 Infiltrating the Sea Palace
Acquisition —

"The Truth of the Ruins' Gate (1)" (→P316) After completion, speak to the traveling merchant at the arena entrance to trigger a conversation event. Here it becomes clear that the "Sea Beast's Claw" is wary of the "Rinrin no Myōjō" party.

● Sorcerer's Ring Change (1)

Location: Aalkrène (→P126)
Period No.95 Birds Living in the Desert ~
Acquisition —

Occurs when you visit one of the Aalkrènes located in Yulzorea, Irikia, Torbikia, or Dezelle. At present, no one still understands what this mass of rock means or what it is for.

[Ryudis
I don't know.
—they appear to have formed naturally,
It doesn't seem like anyone made them

We have no choice but to turn back here. Earkreene
Check this location on the world map (→P126).

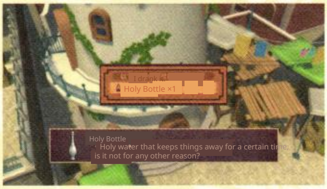
● Fragment of Memory (1)

Location: Port Town Capua Trim (→ p.182)
Period No.102 The Mysterious Shadow Covering the Sky~
Acquisition —

From No.102 onward, you can enter the lighthouse keeper's house in Kapua Trim, which had been locked. From the woman inside that house, you can hear a story about Patty being taken care of here. If you examine Patty's room on the second floor, a conversation suggesting a connection with Iffreed will occur, so after checking everything, go down to the first floor.

What kind of sense do they have.
These guys...

If you examine the second-floor door, the flag, the portrait, and the stuffed t
conversations related to them will occur.



Holy water that keeps things away for a certain time, is it not for any other reason?

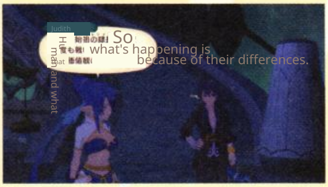
If you open the door on the second floor and go out side, you can obtain a "Holy Bottle" from the box at the edge.

● Ancestor's Servant Chief

Limited Time

Location Myorzo, a town of the Kritia tribe (P243)
Period No.105 The Two Who Disappeared ~ No.133 What Was Left to Humanity
Acquisition —

If you sleep at a house in Myorzo while Judith is present, a sub-event occurs in which Yuri watches Judith and Baul converse. Here, it is revealed that the Ancestor's Servant Chief lives by eating Aalk.



Judith speaks about the secret of the Ancestor's Vassal Chief, and the differences in values between humans and the

● What Chivalry Is

Location: Mantike, the town of water and yellow sand (P222)
Period No.106 The Captain of the Knights' Confession~
Obtain Fren Title: "Bearer of Chivalry"

An event occurs when approaching the western exit of Mantike. You encounter a scene where a boy chasing a thief is threatened with a blade and in danger. Yuri and Fren step in to help, and the matter is settled.

Fren
You can't achieve it with admiration alone. Being a knight isn't something sweet.

Fren teaches the boy the knightly mindset that if his strength is insufficient, he must sometimes rely on the help of others.

● I want a lantern Limited Time

Location: Forgotten Temple Baktion (P246)
Period No.108 The Resting Place of the Sublime
Acquisition Valuable Item: "Magic Lantern"

If you fall through the collapsed floor set as an intruder countermeasure in Baktion Temple, a conversation event will occur. Conversations happen on the 1st, 3rd, and 4th falls, and when you fall the 3rd time you can obtain the "Magic Lantern."

● Mysterious Man (6) Limited Time

Location Deidon Fortress (→P158)
Period No.121 The Capital's Disappearance ~ No.124 Familiar Faces
Acquisition –

Exit outside from the stairs of the Knights' Headquarters at Deidon Fortress, climb the ladder, then proceed left. If you speak to Duke, a conversation event will occur. There is a scene where Duke scolds Yuri for failing to stop Estelle.

Karol
Even if Yuri isn't flustered, panicking, or crying, we already understand

Yuri appears calm, but the members of "Rinri no Myōjō" understood the inner anguish in his heart.

◆Mysterious Ma Limited-time

Location Port Town Kapwanol (P174)
Period No.126 Shattered Ambitions~No.127 Infiltrating the Sea Palace
Acquisition –

When you speak to the Duke who stands along the path connecting Capwanoir's entrance to Ragou's mansion, a conversation event triggers. The Duke demands that Yuri, who allowed the appearance of Zaude's Impregnable Palace, return the "Celestial Codex."

Yuri
For that reason Alexei will stop us.

Yuri asks to keep lending him the "Celestial Codex" so that he can stop Alexei.

● The Legendary Man

Location: Port town Kapua Trim (p.182)
Period No.126 Shattered Ambitions~
Acquisition Valuable Item: "Salvage Crane"

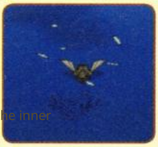
After completing "The Smooth-Talking Man (2) (P310)," if you go to Kapua Trim's dock, a conversation with Sicily will occur. Sicily will modify Yuri and the others' Fiertia ship. From then on, you can travel previously inaccessible shallow waters and investigate sea exploration points using the salvage crane. See the photo below for markers of exploration points.

シシリー
I attached the salvage crane

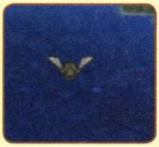
By watching this event, you can trigger "Suki Suki ♥ Yuri (1)" (→P324).

• Markers for exploration points at sea

Seagull



Shell



Likes children

Location: New Rising City Heliod (→P188)
Period No.126 Crushed Ambition~
Obtain Rapido Skill: "Special"; Title: "Child Lover"

Occurs when you talk to Polly standing near Heliod's barrier magic device. Polly is kidnapped by thieves, so chase after Polly and head outside the town. You will have to fight monsters incited by the thieves.

Lapid
ウー…… Wan wan wan wan wan!

If you defeat the monsters, you can rescue Polly.
て You can obtain Rapido's skill and title.

966 Damage!
1 Hit
966

The enemies that appear are random, but they are not particularly strong. Use artes and skills to defeat them quickly.

Arachnospit (3)

Limited Time

Location The water-and-yellow-dust town Mantaik (P222)
Period No.126 Crushed Ambitions~No.128 Beyond the Interference
Acquisition Accessory "Flare Mantle" ×3

After completing "Arachnospit (2)" (P316), stay overnight somewhere, then talk to the ushinin behind the inn in Mantaik. This time the ushinin will ask you to hand over a "Poison Charm", a "Paralyze Charm", and a "Stone Charm". If you give those, you will receive three "Flare Mantles" as trade items.

To the Phantom City

Limited Time

Location Fellow's Rocky Area (P238)
Period No.126 Crushed Ambitions ~ No.134 Source of Spirit Nurturing
Acquisition —

When you proceed deeper into Fellow's Rocky Area, the event occurs. A dimensional rift called the "tear of illusion" is found, and the scene shifts to Yormgen as is. From then on, you can travel back and forth each time you touch the rift.

In the Phantasm

Limited Time

Location: Ancient Tomb Village Yormgen (Phantasm) (P227)
Period No.126 Crushed Ambitions ~ No.134 Source of Spirit Nurturing
Acquisition —

This is a subevent continuing from "To the Phantasm City." It occurs when you speak with the sage Sodes in Yormgen. If you listen to Sodes's story and then stay overnight, the next morning outside the mansion all members of "Rinrin's Morning Star" will start sharing their impressions of Sodes's long talk.

This Yormgen has no inhabitants.
Head to the mansion at the very back of the town.

Night Sovereign

Location Guild Nest Dhangrest (P191) →
Period No.126 Crushed Ambitions~
Obtain: Flynn title "Night Sovereign"

A sub-event that occurs at the Dhangrest inn. Yuri and the others try to rest at the inn, but Flynn says he will do night patrols to keep Dhangrest safe. Raven forces the overly serious Flynn to go out into the night to get some social experience.

W
did the girls dote on you?
then, if you called yourself a knight

Fren is puzzled at being called a knight in cosplay, but he becomes hugely popular, surrounded by the women in the tavern.

レイヴン
I picked the wrong old man for this
I've had enough of Fren
I won't go to the night town anymore.

Raven, having had all the girls taken by Fren, vows in his heart never to invite him to the night town again.

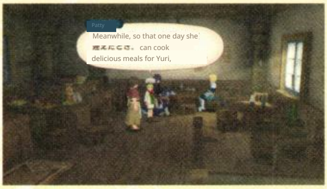
Famed Chef (2)

Location The Imperial Capital Zaphias (p.150)

Period No.126 Crushed Ambition~

Acquired Patty · Title “Amazing Chef”

After completing “Famed Chef (1)” (→p.313), the event triggers when you go to the tavern in Zaphias’s lower town. Patty helps the innkeeper who wants to serve food to Yuri and Flynn, who have returned after a long time. You can obtain Patty’s title from this event.



Patty, wishing to take her beloved Yuri as her husband, dresses as a Wonder Chef and prepares delicious dishes.

Funeral Warrior (2)

Location Mount Temza (P234)

Period No.126 Crushed Ambition~

Acquisit Valuable Item "Compact of Memories"

This is a subevent continuing from "Funeral Warrior (1) (P320)". It triggers when you enter Mount Temza and advance to the high ground, where Raven mourns his close friend Canari. Note that the valuable item "Kiltansas" will be removed from your inventory during this event.

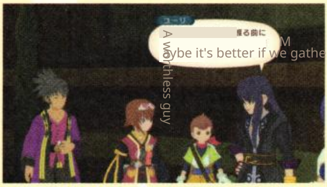
Demon Sword (1)

Location: Mjolzo, the Kritias Tribe Town (P243)

Period No.126 Crushed Ambition~

Acquired: Yuri's main weapon "Abyssion"

Upon entering the elder's mansion a conversation event occurs, and Yuri receives a weapon called a magic armament from the elder. From here a subevent begins to collect nine types of magic armaments.



Yuri decides that they will gather the Magic Tools themselves to prevent them from falling into other people's hands.

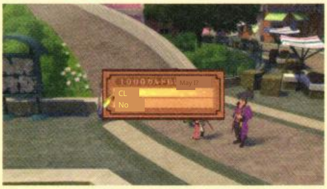
Love-Love♡Yuri (1)

Location Port Town Kapwanol (P174)

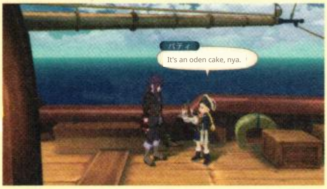
Period No.126 Crushed Ambition~

Acquired -

After completing “The Legendary Man” (p.322) and heading to Ragou’s mansion in Capua-noir, you are approached by fortune-teller Zarashaan. If you pay Zarashaan 1000 gald, she tells you a lucky item that will solve Patty’s worry lies at the bottom of the sea. Check the exploration point on p.132.



You can meet her on the road leading to Ragou's mansion in Zarashaan. Select "Yes" and pay 1000 Gald.



The lucky item is "oden." Patty uses this to make sweets and tries to feed them to Yuri.

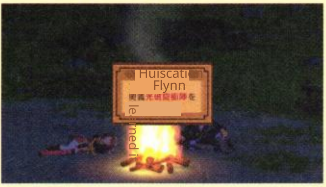
Powerless justice is powerless

Location: Field

Period: No.126 Shattered Ambitions~

Acquired: Flynn's Mystic Arte "Kōhasen Shōjin" (Light-Breaking Ro

Occurs when you use a lodging item like a "tent" on the field. Seeing Flynn sparing no time to train his swordsmanship, his companions also train together with him. Here Flynn learns the Mystic Arte "Kōhasen Shōjin" (Light-Breaking Rotational冲阵).

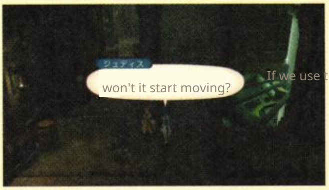


By simply using a lodging item, you can obtain a powerful Fren secret technique.

●Alexei's Research

Locatio Guild Nest Dungrest (P191) →
Period No.133 What Was Left to Humanity~
Obtain Yuri — Main weapon "Fake Dein Nomos," Valuables "Gear Spire: Underground Key."

Occurs when you talk to the proprietor of the Dangrest tavern "Heaven-Piercing Constellation." After receiving the "Gear Spire: Underground Key," examine the device in Gasparost and descend into the underground area.



If we use the Sorcerer's Ring with this,

Shoot the Sorcerer's Ring at the device by the entrance and obtain the "Fake Sword Dinnomos" underground.

● Guild Job (3)

Locatio Guild Nest Dangrest (→P191)
Period No.133 What Was Left to Humanity~
Obtain 5000 Gald

After completing "Guild Work (2)," speak to the master of "The Star That Pierces the Sky" to trigger the event. He will say "I have no work to introduce right now," but if you talk to Yuu at the right-hand entrance of the town, the event will progress. You will accept a request from Novice to search for an "Evarite Raw Stone."

Yuri
...... ?Hey, that red one ......

Investigate the red glowing object on Mount Temza to obtain the target "Evarite Raw Stone."

• Procedure List

1	Talk to Yuu at the right-hand entrance of Dangrest
2	Move to Capua Trimm, talk to the novice near the entrance, and accept the request
3	Travel to Dangrest and enter the inn
4	Obtain the "Raw Evalite" at the summit of Mount Temza
5	A conversation event occurs while descending ※
6	Conversation event occurs near the exit
7	Deliver the "Eva Light Ore" to Novis

※ ... Zagi No.153 (6) does not occur after the battle

●Guild Request (4)

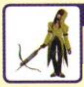
Location: Guild Nest Dangrest (P191)
Period No.133 What Was Left to Humanity~
Acquisit Items: See below

After completing "Guild Request (3)," Dangrest's tavern "Heaven-Piercing Constellation" proprietor will trigger it when spoken to. The steps are as follows, but for step 6 it's better to speak with LeBlanc, as doing so ultimately yields a larger reward.

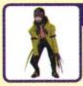
• Procedure List

1	Move to Zaphias' inn & tavern and talk with Mimura	
2	Move to the House of Depravity	
3	Move to Dangrest and talk with Yu on the bridge / Obtain the valuable item "Letter of the Soul Hammer"	
4	Move to the House of Depravity and fight the enemies below (number is random)	
5	Move to the front of Zaphias' inn & tavern	
6	Talk with Mimura and select "Yes" Select / Apple Gummy, Obtain 200 gald (event end)	Near the waterway Magilore Talk to Rubran (proceed to step 7)
7	Travel to Dangrest and talk to the tavern master of "The Star That Pierces the Sky"/Obtain 6000 gald	

• **MONSTER DATA**



Fell → P418
HP 12890 Race: Humanoid AV
[Size: Medium Attributes: Fire Earth Wind Water Light Field



Pron P4 →
HP 11250 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, W Earth

● Guild Job (5)

Location Guild's Nest Dungrest (P191)
Period No.133 What Was Left to Humanity~
Acquisit 5,500 Gald

After completing the above "Guild Job (4)," speak to the master of Dangrest's tavern "The Star Piercing the Sky" to trigger this request. Obtain the "Dropped Shovel" at Baction (→P246) and deliver it to the client. Procedure list

1	Talk to Markham and Joshua at the Guild Union headquarters
2	Obtain the "Dropped Shovel" in Baktion
3	Give the "Dropped Shovel" to Markham at the Guild Union headquarters

• Favorite Toy (1)

The Guild's Nest Dangrest (P191) →
Period No.133 What Was Left to Humanity～
Acquisit Items: See below

Go to the Dangrest shop and speak with the armored man standing in front of the iron grille to trigger the event. Karol and Raven unlock the iron-grille door, making the items inside obtainable.

• Items obtainable

Accessory “Poison Charm”	Accessory "Biyohan"
Valuables "(C)F Statue"	—

●Get the Sexy Outfit

Location: Newly Developed City Helioda (→P188)
Period: No.133 What Was Left to Humanity～
Acquisition Title: See below

A sub-event that triggers when you talk to the shop clerk in Helioda. The outfit used to lure out the knight who was in front of the elevator in No.62 can be obtained as a title. Also, outfits for characters other than the one chosen for the seduction role can be obtained as titles by giving the clerk the required materials listed below. The required materials are the same regardless of which character is involved.

Even Reyvn cannot hide his agitation at Judith’s scandalous appearance and eventually faints.

• Required materials

Item name	Dropped by monsters: Main locations
Cheegle fur 1 ※	Gentle Desnonifuru Lake ※2
Soul fragment	Poltergeist: Arselm Ship
Divine tree ×2	Trent: Ilikia Continent, northeast
Cockatrice claw ×2	Cockatrice: Mother Kados Mountain Range, North Desert

※ Also obtainable from Exploration Point 69 (→P133)
※2...Appears from No.147 onward

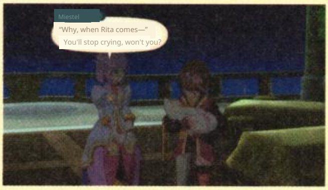
• Acquired Titles

Estelle “Sexy Typhoon”	Karol “I'm a Girl”
Judith “Unfair Fluffy Girl”	—

• Baby Rhapsody

Location: New City Heliod (→P188)
Period: No.133 Things Left to Humanity~
Acquisition —

When the weather is night, this occurs when approaching Heliod’s barrier magic device. Yuri and the others discover an abandoned baby, and Estelle and Rita end up caring for it until morning. Note that the weather changes each time you stay at an inn.

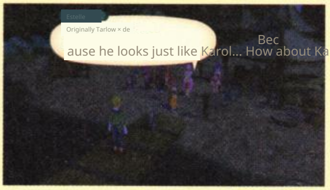


Estelle and the others struggle to care for the baby. Rita’s unexpectedly gentle side is also glimpsed.

Mysterious Humanoid Magilord

Location New City Heliohde (→P188)
Period No.133 What Was Left to Humanity~
Acquisition —

After completing "The Legendary Man" (P322), a sub-event triggers when you meet Cicily on the shallow bridge in the workers' camp. If you return to Cicily after fighting in more than 10 battles, the humanoid magilord Tarlow X he made will be completed. After this, Tarlow X runs away, so chase it to the exit on the right side of the camp.



The humanoid magitech Tarlow X renames himself Karlow X and ends up taking up residence in Karol’s shoes.

Perfect Backup

Karlow X used the “All-Things Bag” and charged

■ Rarely appears when using “Insect-Slaying Breath.”

●What Jaeger Left Behind

Location: Port town Kapua Trim (p.182)
Period No.133 What Was Left to Humanity~
Acquisition Raven - Main Weapon "Divine Cannon" "Challenge Letter from the Sea Beast"

This is a side event that occurs when you go to the front of the orphanage located on the right side from the entrance of Capua Trim. It is revealed that Gosh and Drowatt are from this orphanage. After this, if you obtain the "Compact of Memories" in "Warrior of Mourning (2)" (→P324) and proceed to the hall of Zaude's Impregnable Palace, they will challenge them to avenge Jaeger, leading to combat. Since Gosh and Drowatt use charm and sleep-effect techniques, prepare equipment in advance to prevent status changes. Also, both will use "First Aid" when their HP decreases. Once you confirm a chant, immediately launch an attack to interrupt the chant.

Including Miujeri
2480 Damage!
2 Hits

If you have Chapoo (Rapido) participate, you can steal the valuable "Gosh Sword" and "Drowatt Sword" from the enemy.

• BOSS DATA

Gosh → P421
HP 183400 Race: Humanoid AV
Size: Medium Attributes: Fire Earth Wind Water Light

Drowatt → P421
HP 186270 Race: Humanoid AV
Size: Medium Attributes: Fire Earth Wind Water Light

●Karol's Favorite

Location: Port town Kapua Trim (p.182)
Period No.133 What Was Left to Humanity~
Acquisition —

'Karol's Happy Dream' (→P310) and 'Get the Sexy Outfit' (P326) must be completed; then, if you stay overnight at the Kapua Trim inn, this event will occur. However, the condition is that Karol's title 'I'm a Girl' must not be set when lodging. You can see a scene where Yuri and the others, unable to sleep because of his noisy sleep-talking, give Karol a punishment.

●Royal Lineage Aptitude

Location: Port Town Kapua Trim (P182)
Period No.133 What was left to humanity~
Acquisition Estelle Title "The Noble "Princess"

Occurs after completing "Who Will Inherit" (→P316) and "What Jaeger Left Behind." Speak to the orphanage matron in Kapua Trim to trigger it. If you donate 500,000 gald to her, a Drake will appear at the town exit.

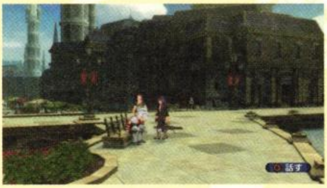
Estelle
You are a child of ……

The orphanage matron is selling flowers along the seaside path. Accumulate 500,000 gald before speaking to her.

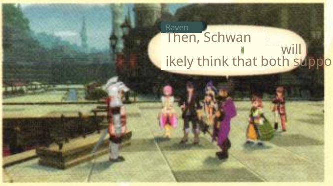
• Chief Knight Commander

Location Imperial Capital Zaphias (→P150)
Period No.133 What Was Left to Humanity~
Acquisition Raven Title: "The Admired Chief Knight Commander"

After completing "Guild Figurehead" (→P318), speak to Leblanc sitting on a bench in the citizen district to trigger it. After the conversation, set the obtained title and Raven's appearance will change to the outfit he saw Shuvan wearing in Bactyon. This becomes one of the conditions for triggering "The Knight Order's Strongest Secret Technique" (→P333), so be sure to check it.



Leblanc is sitting on the bench to the right side of the square among the townspeople. Talk to him.


Raven
Then, Schwan will likely think that both supporting the Fren unit and ma

Raven gives advice in place of Schwan to Leblanc, who is troubled about how he should act as vice-captain.

Bounty Target (2)

Location Imperial Capital Zaphias (→P150)
Period No.133 What Was Left to Humanity~
Acquisition —

Occurs after completing 'Bounty Target (1)' (P310) and proceeding near the city gate in the noble district of Zarfiath. Shel will inform Yuri and the others that he is ceasing the search for Clay. This is a trigger condition for 'For Whom (1)' (P328), so don't miss it.

For Whom (1)

Location Imperial Capital Zaphias (P150)
Period No.133 What Was Left to Humanity~
Reward Yuri · Title "Black-Robed Adjudicator"

After completing "Adjudication" (→P317) and "Wanted (2)", it triggers when you go near the castle gate of the noble district in Zaphias. Clay, whom you met in previous subevents, is revealed to be the same person as the brother Shell was searching for.

Antlion (4)

Limited Time

Location Water-and-yellow-dust city Mantaik (P222)
Period No.133 What Was Left to Humanity~ No.148 Hearts United
Acquisition See items below

If you have completed "Antlion (1) (P313)", it will trigger when you talk to the Ushinin behind the inn in Mantaik. The Ushinin will request an "Old Divide" and an "Hourglass"; if you hand them over, you will receive a gummy set in exchange. This is a time-limited event, so check it as soon as the event period begins.

All Divide × 1
All Divide
Deals damage to all, regardless of ally or enemy. Creates a mysterious space.

The requested items can be obtained from Zoffel Frozen Blade Sea from No.134 onward (→P258).

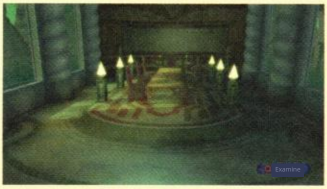
- Items obtainable

Item: "Apple Gummy"	Item: "Lemon Gummy"
Item: "Orange Gummy"	Item: "Pineapple Gummy"
Item "Mix Gummy"	Item: "Miracle Gummy"

Critia-style Combat

Location Myorzo, a town of the Kritia tribe (P243)
Period No.133 What Was Left to Humanity~
Acquisition Estell Lower Magic "Astion"

Occurs when you examine the monument at Elder Myolzo's manor and obtain the "Bushbaby Doll". If you give it to Thot in Aspio, the ancient magic will be taught. From scenario No.147 onward, Thot can be found at the north gate of Deidon Fort.



The monument's location is a bit hard to find. Try investigating just in front of the mural at the very back.

エステル
I prefer this child more...

When passing the "Bush Baby Doll" to Toto, there is also a scene where Estell starts acting spoiled.

Thoughts Conveyed in the Mural

Location: Myorzo, the Kritia Tribe Town (P243)
Period No.133 What Was Left to Humanity~
Acquired: —

After investigating the monument in the above "Kritia-Style Battle," leave the mansion and then check the monument again. The elder says he sealed the mural for fear of causing confusion, but he admits that was a mistake and decides to inform the townspeople.

Memories with Baul

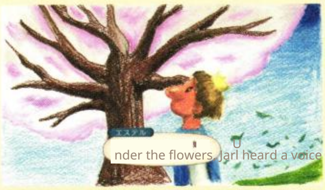
Location Field (above Mount Temza)
Period No.133 What Was Left to Humanity~
Acquisition —

A conversation event that occurs when riding a baul to the skies above Mount Temza. Judith recounts memories of the first time she met Baul. This is a subevent required to trigger "Baul Race (1)" (p. 370).

●Return of the Flowers

Location Flower Town Haruru (P162)
Period No.135 Star-Eater, Awakening~
Obtain Estelle・Title "Fairy Tale Maker's Egg"

A conversation event that occurs after completing "The Ghost's Lost Item" (p. 310) and speaking to the children under the Haruru Tree. Estelle improvises a fairy tale for the children and explains why the flowers bloom bright red.


エステル
Under the flowers, Jarl heard a voice

The reason the flowers bloom bright red is not the bride's curse, Estelle begins to tell the prince the story of the flowers.

●The Truth Behind the Rumor

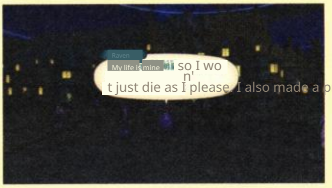
Location: Flower Town Harul (→P162)
Period No.135 Star-Eater, Awakening~
Obtain Estelle — Advanced Magic "Force Field"

After completing the above "The Flower's Gratitude," leave Harul once and then go back under Harul's tree to trigger this event. As a thank-you for turning the rumor about Harul's tree into a lovely story, the flower spirit grants Estelle a new power.

●Raven and the Heart Magus Instrument

Location Guild Nest Dangrest (→P191)
Period No.137 The One with the Sacred Core~
Acquisition —

This event occurs after staying at the Dungrest inn. Yuri speaks to Raven standing alone on the bridge. Seeing that the cause of his trouble is an unstable heart magilite device, Yuri advises him to consult Rita.


Raven
My life is mine, so I won't just die as I please. I also made a promise with the boy.

Raven, who at some point began to wish to live, shows a change in his feelings.

●First Steps in Spirit Magic

Location Academic Closed City Aspio (p. 164)
Period No.137 The Body Hiding the Holy Core~
Obtain Rita・Advanced Magic "Meteor Swarm"

When you go to Aspio's plaza, a conversation between Rita and the mages occurs. If you then stay at an inn for two nights and return to the plaza, through interactions with mages researching spiritization, Rita learns "Meteor Swarm." Note that from No.147 onward, when Aspio collapses, this event occurs upon arrival in Haruru.

魔導器
They cannot survive on their own.

Rita tells the mages about the spirit transformation, but they refuse to listen. Let's come back later.

Discussing spirit magic with the mages, Rita succeeds in creating a new magical art.

● Interpretation of Combat Technique (1)

Location: Myorzo, a Kritia tribe town (p.243)
Period No.137 The One with the Sacred Core~
Acquisition —

Go to the elder's residence in Myorzo and speak with the elder to trigger the event. He explains that he believes Kroneis, the founder's steward who oversees Myorzo, will one day become a spirit, and that he plans to relocate Myorzo's residents to the surface.

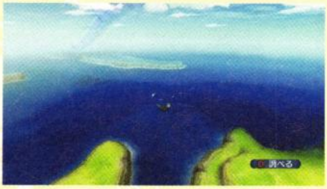
The impatient ones have already come down to the surface.

It seems that some residents have already descended to the surface, but the elder also says he does not know where they went.

●Suki Suki ♥ Yuri (2)

Location: Field
Period No.137 The One with the Sacred Core~
Acquisition Patti · Title "Glamorous Walker"

When you complete "Suki Suki ♥ Yuri (1)" (→P324), an exploration point appears in the chapter on page 132. Investigating it triggers an event in which you can obtain Patty's title. Note that the materials obtained from the exploration point are consumed by this event, so you cannot actually keep them.



Investigate the exploration point that appeared over the sea west of Nordpolica, where seagulls are flying about.

Pate uses materials obtained from exploration points to make an outfit and tries to invite Yuri on a date.

● Anxiety about spiritization

Location: Field
Period No.143 Spiritization, and then~
Acquisition —

This subevent occurs after Scenario No. 143 when moving in Baul. As a relatively young Chief Slave of the Ancestor, Baul confides his anxieties about spiritization to Judith. Later, by talking with the four spirits that appear, his worries are resolved.

The contents of the conversations with the spirits are unknown, but Baul will resolve to undergo spiritification.

●Sorcerer's Ring Changes (2)

Location Earlcrene Desueru (P126) →
Period No.143 Spiritization, and then~
Obtain Judith — Main weapon "Zariche", Valuables [Sorcerer Ring Lv4]

Complete "Sorcerer Ring Transformation (1)" (→P321) and "Demonic Sword (1)" (P324), then go to Airclene Desuel in western Nodepolica. Approaching the rock deep in the map will trigger an event. Here you can obtain the magic accessory "Zariche", and if you enter Airclene and proceed from the left path toward the center, the Sorcerer Ring will change to Lv4.

The Sorcerer Ring at Lv. 4 increases in power and becomes able to burn obstacles blocking the path.

・Dungeons that become further explorable at Lv. 4 or higher

Quoi Forest (→P160)
Cave Mock Great Forest (→P194)
Lelewise Ancient Cave (→P280)
Ancient Tower City Tarcarron (→P289)

● Demon Sword (2)

Location: Field
Period No.143 Spiritization, and then~
Acquisition —

Occurs after completing "Demon Sword (1)" (P324) and boarding Baul with four or more Demonic Equipments collected. Collecting them requires raising the Sorcerer Ring to Lv. 4 with "Sorcerer Ring Change (2)," and at that point the available locations are still limited, so it is efficient to trigger this at the timing of "Demon Sword (3)" (→P342).

Estelle) don't particularly feel any strong power.

In playthroughs from the second run onward, if you already possess four or more Mystic Devices from the start, this will oc

▶ Deep Cavern Belt

Location: Aalkrène (→P126)

Period No.143 Spiritization, and then~

Acquisition —

When you advance deeper into the interior of Alcrene, you discover an immense dungeon where lava flows. Trigger this together with the following "Sorcerer Ring Change (3)."

リタ
The fact that it's said to be deep within Alcrene is intriguing. That's the kind of report it is. It hasn't existed until now...

Beyond the long corridors deep within various Aerclene locations around the world lies the Great Deep Cavern Zone.

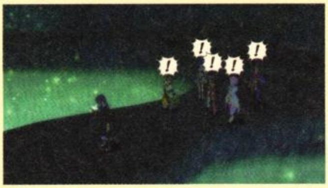
■ Sorcerer Ring Transformation (3)

Location: Aerclene (→P126)

Period No.143 Spiritization, and ~

Acquired: Valuables "Sorcerer Ring Lv5"

With "Sorcerer Ring Transformation (2)" (→P330) completed, head to any Aerclene except Aerclene Desuelle. When you go to the area blocked by rocks, an event triggers allowing entry into Aerclene's interior. If you continue through Aerclene's interior, the Sorcerer Ring will power up to Lv5.



When you head to the center of Aerclene, the Sorcerer Ring transforms into its final form.

When it reaches Lv5, its range increases and projectile speed becomes faster. The advantage is that it becomes easier to hit enemy symbols.

● The Future of the Magi Device

Location: Field (Above Zaphias)

Period No.147 Friend in Peril ~

Acquisition —

This occurs when you move to Zaphias above with Baul. Afterwards, enter Zaphias and then go to the front of Zaphias Castle's main gate. Judith and Rita, who had been at odds over the nature of the magi device until now, will show signs of reconciliation.

● Promise

Location Imperial Capital Zaphias (→P150)

Period No.147 Friend in Peril ~

Acquisition Estelle Title "Friend of the Genius Mage", Rita Title "Friend of the Princess"

After completing "Chasing the Cat" (→P310) and "Baby Rhapsody" (→P326) and staying in Yuri's room in Zaphias, this occurs. Estelle and Rita promise that, even if the paths they will walk from now on differ, they will remain friends forever.

リタ
I told you I'm coming to see you

Seeing Estelle feeling lonely at the end of the journey,
■ Rita offers her words of encouragement in her own way.

Happy Wander

Location Inn "Adventure King" (P126)

Period No.147 Friend in Peril ~

Acquisition Karol · Title "Valiant Unfinished Greatsword"

"Gigant Monster Defeat" (→P344)

After completion, talk to Rich at the inn "Adventure King" and he will ask you to deliver a message to his father. After reporting to Rich's father in Kapua Trim, talk to Rich again.

Karol
Hey, could it be,
Rich's father......?

Rich's father is in front of the tree to the right of the shop, and he asks you to convey a message to Rich and Karen.

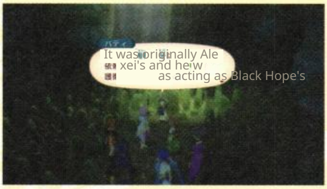
• Fragments of Memory (2)

Location	Renansla Rock Ruins (P239)
Period	No.147 Friend in Peril ~
Acquired	-

An event related to Patty's memories. After completing "Fragments of Memory (1)" (→P321), inspect the portrait in the lighthouse keeper's house in Kapua Trim, or go to the graveyard in Renansla Rock Ruins to trigger different conversations. The dialogue changes depending on which you trigger first.

パティ
I gave incorrect information
I'm sure of it.
You've gone and collected them,

It is revealed that the person depicted in the portrait is not Ifrid but actually Cypher.


パティ
It was originally Alexei's and he was acting as Black Hope's

At the Renansra Iwaku Graveyard, Patty begins to tell the truth about the Black Hope ship incident.

Chrome helped (me)

Location	Lelewise Ancient Cave (→P280)
Period	No.147 Friend in Peril~
Acquisition	–

Occurs upon arrival at the Lelewise Ancient Cave. The sylph spirit appears and begins to speak of the time when she was the progenitor's chief retainer, Krohm. It becomes clear that Krohm was the daughter of Duke's comrade-in-arms Elshiful, and that under the Duke's orders she had been secretly assisting Yuri and the others.

ユーリ
Hey in Zaude when I
fell from the top,
it was you who saved me

It was Chrome who saved Yuri when he fell into the sea at Zaude Citadel.

Guild Jobs (6)

Location: Guild Nest Dangrest (P191

Period No.148 United Hearts～ Reward: Valuable item "Pterabronc Claw", 8,000 gald If you complete "Guild Job (5) (P325)" and approach Dangrest Square, Dain of the "Demon-Hunting Sword" will stop you and ask you to take on a monster-hunting job. Once you accept the request, proceed with the event following the steps below. Note that the Pterabronc you will fight on Mount Temza in step 4 is a Gigant Monster and a considerable foe. Refer to Gigant Monster Strategy (→P344) and make thorough preparations before taking it on. After defeating the Pterabronc, talk to Dain in Mantyk to complete the job.

[Yuri
Novis!?
Is that guy the client who hired Dyne and the others?

On Mount Temza, Novis has collapsed, and to rescue him you will have to fight a Pterabronk.

ダイン
Well, this time he was saved.
Accept this as a token of my gratitude.

After defeating the Pterabronk, report to Dain by the Mantike shop.

• Procedure List

1	Accept the request from Dain in the plaza.
2	Move to the center of Mantike.
3	Move to Mount Temza.
4	After battling the Pterabronk, obtain the "Pterabronk Claw".
5	Move to Mantike and talk with Dine in front of the shop

• BOSS DATA

Pterabronk → P438

HP 168523
Race: Bird-type
Size: Huge
Att bute Fire, Earth, Wind, Water, Light, Dark

ITEM
Drop: Giant Beak of the Great Monster (35%)
Lemon Gummy (15%)

●Teachings of the Sea Spirit's Fang

Location: Port town Kapua Trim (p.182)
Period No.148 United Hearts〜
Obtain Patti · Advanced Sorcery "Critical Moment"

Talking to Jim who is under the slide in Kapuwa Trim triggers this. Jim senses traces of Aifreed in Patty and recalls the past. He remembers the magic Aifreed used and teaches it to Patty.

"Well, the look around the eyes and the general feel—it's exactly alike. But I never thought that fellow would have a grandchild..."
"The way around the eyes and the feel are exactly alike
But to think he had a grandchild....."

Jim is surprised by Patty, who looks exactly like Aifreed. Patty covers it up by claiming to be Aifreed's grandchild.

●Eifrid's Precious Item

Location Arena City Nodopolica (P216)
Period No.148 United Hearts〜
Obtain Patty · Title "Heir to the Great Pirate's Name"

Patti's Mystic Arte "Summon Friends" — when all 12 effects have been seen, speak to Jim standing in front of the Nodopolica steps to trigger it. The activation rate of "Summon Friends" varies depending on Patti's form, so refer to page 118 to efficiently trigger all effects.

Then I shall inherit the outfit that your boss treasured!

From Jim, it is revealed that Aifreed comes from a noble family, and he inherits the clothes from his childhood.

38075 Damage!
21 Hits

The effect of "Summon Friends" for the "Oden Stand 2" has a low occurrence rate. You can only persevere and keep trying.

● Orunion

Location: Orunion, Land of Reverie (→P286)
Period: No.151 To the Ancient Tower ~
Reward: Accessory "King's Mantle"

An event that occurs when you speak to Aguero n in front of the Knight Corps headquarters; he asks you to procure synthesis materials three times. After handing over the synthesis materials listed below, spend one night at an inn and then go outside Orunion once. The third time requires 500,000 gald in addition to the synthesis materials. After that, stay three nights at an inn and return to Orunion, and the town will develop (P287). The shop inventory will expand, and you will be able to challenge warehouse organization (P350).

- Required materials

	Item name	Monsters that drop / Main appearance locations
1	Dez Craft Sand Gold × 3	Sand Thief — Mother Kados Mountain Range · Northern Desert
	Hibioni Bark × 3	Square Shoulder: Hibionia Continent · East
	Yurzo Fruit × 3	Exslaino — Southern Islands · North
2	Strength Orb × 3	Warrior: Temza Mountain
	Trent Flower × 3	Blooms: Southern Islands
	Crystal × 3	Christus Spirits: Elarumin Quartz Forest
	Maka Jewel × 3	Gecotama Sullion Archipelago West
	Lion's Fang × 3	Schwert: Ancient Tower City Tarcharón
3	Green Light	Gaina Firefly: Zadrak Peninsula
	Pitch of Darkness	Aksia: Verdebo Bay
	Rare Metal ※	Poseidon: Zaude Impregnable Palace

※ ...Also obtainable from Exploration Points (p.133)

●The Knight Order's Strongest Secret Technique

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Acquisit Raven — Advanced Magic "Vanjir Lost"

After completing "Knight Order Captain, Chief" (P327), make Raven the party leader and go to Ornon. Talk to the Drake beside the barrier magic device to trigger the event. Raven learns the secret art passed down in the Knight Order, which became the trump card in the human-demon war.

Raven
Hyah!
Actually
He is Schwein's younger brother!

Raven, who refuses to accept the secret art as Schwein, lies and asks to be taught, claiming to be his brother.

· Feelings for the Knig

Location Ornion, the Land of Longing (P286)
Period No.151 To the Ancient Tower~
Obtain Yuri · Title: "Knight Apprentice Qualification"

Complete "Royal Bloodline" (P327), then speak to Drake in front of the Ornion Knight Order headquarters. If you have equipped the title obtained here, "Knight Apprentice Qualification," a skit will occur in which Flynn can't help but laugh when he sees Yuri dressed in an unfamiliar outfit.

ドレイク
I want you to return and support Captain Fren of the knights.

After returning from Drake to the knights and being asked to support Fren, Yuri refuses.

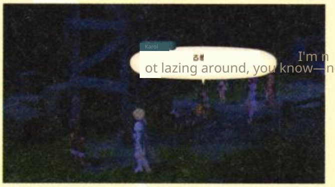
Proof of Succession

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower ~ Estell main
Acquisit weapon "BC Rod" Complete the two tasks "Ornion" (p.333) and "Royal Bloodline" (→p.327), then talk to Yodel in the watchtower to the left of Ornion to trigger this. Estell is asked by Yodel to assist the emperor.

Sword Comrade

Location: Ornion, the Land of Ambition (→P286)
Period: No.151 To the Ancient Tower~
Obtained: Yuri - Mystic Arte "Zephyr Blade"

When entering Ornon, a sub-event occurs. On the eve of the decisive battle, Flynn volunteers to spar with Yuri. As a result of the training, Yuri learns a new Mystic Arte.



Although Yuri is exhausted after training for a full day, the party departs immediately without delay.

· Final Resolution

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Acquisit Attachment: "Meat on the Bone"

After completing "Traces of a Rival" (→P311), "A Ravaged Town" (→P317), and "Ornion" (→P333), raise the dog map's Rapid's territory to 85% or higher, then go to the left lookout of Ornion to trigger the event. This settles the match between Rapid and a Petit Wolf.

If I win, I'll take the banner you're currently carrying.

After completing the event, Rapido's territory on the canine map will no longer be repainted.

Encouragement for the Schwann Unit (1)

Location: Ornion, Land of Reverie (→p.286)
Period No.151 To the Ancient Tower ~
Reward: Raven Title "Celestial Shining Star"

This sub-event occurs when you go to Ornion with Raven having learned 100 or more skills. Seeing Raven show off the decisive battle outfit given by Yodel moves Leblanc to tears.

A New Knight Captain Is Born!

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Acquisit Flynn — Title: "Ideal Captain of the Knights"

After completing "Feelings for the Knights", if your total acquired GRADE is 5000 or more, talk to Draike who stands either in front of the Knights' headquarters in Ornon or in front of the settlement to its right, and you will recei

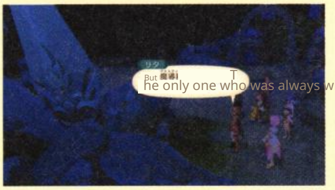
Estelle
Yuri, isn't he cool? D. D

From Draike, Flynn receives a new outfit to wear for the ceremony appointing the Knight Captain.

●What I Like (2)

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Acquisition —

A subevent that occurs when you examine the barrier magic device in Ornion from the right side. Rita begins to talk about why she likes magic devices. After that, change the party leader to Rita and examine the barrier magic device again to trigger a conversation event.



You understand that Rita feels something special about the magic device because it reminds her of her siblings and that she experiences the same sensation as with them.

● Dialogue of the Spirits

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Acquisition —

A sub-event that occurs when staying at the inn in Orinion. In a mysterious space, Ifrit, Undine, Sylph, and Gnome appear, and each of them speaks about their determination to defeat the Star-Eater and about humans as a species.

● Imperial Courtier's Travelogue

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Acquired Estell title "Wandering Adventure Girl"

Occurs after completing "Royal Bloodline" (p.327) when you talk to Drake in front of the Orinion settlement. After Estell reports on her journey so far, Drake advises her to travel the world and further broaden her experiences.

エステル
Yes, that's right.
Please listen

Estell begins telling Drake about the various events she has experienced during the journey so far.

● Let's go to the hospital

Location Ornion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Reward: Estelle title "Devoted Paramedic"

This occurs when you speak to the doctor at the inn in Ornion, and Estelle will ask to be taught healing arts. For step 4 below, you need to have the party's total HP recovery amount exceed 4,000,000. If the total HP recovery is insufficient, have Estelle use Overlimit in battle and spam "Nightingale" repeatedly.

The young female teach
Isn't she the person

Estell does not intend to become a healer, but she is called "teacher" and respected by the townspeople.

Procedure List

1	Talk to the doctor at the inn in Orinion
2	Talk to the doctor again
3	Talk to the male patient in front of the inn in Orinion
4	※ When HP recovery amount exceeds 4,000,000, proceed to the left in front of the inn in Orinion

● The Real Reason (1)

Location Orinion of Ideals (p.286)
Period No.151 To the Ancient Tower~
Obtained —

After completing "Hermes's Treatise" (p.321) and entering the Orinion inn, this occurs. When Rita asks Judith why she was looking for the "Hermes Memo," Judith answers that Hermes is her father.

●The Real Reason (2)

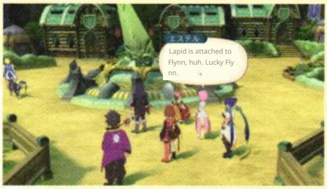
Location Orinion, the Land of Longing (→P286)
Period No.151 To the Ancient Tower~
Acquisition —

This continues from the above "The Real Reason (1)". It occurs if you stay at the Orinion inn for two or more nights. After seeing the "Hermes Memo," Rita explores this new possibility of the magilord's device.

●Rapido's Owner

Location Orinion of Ideals (→p.286)
Period No.151 To the Ancient Tower~
Obtain Rapido — Title: "Hard-Boiled Dog"

After Lapid's level reaches 60 and you enter Ornio, this automatically occurs. It is revealed that the reason Lapid is attached to Flynn is that long ago Yuri and Flynn used to take care of him together.

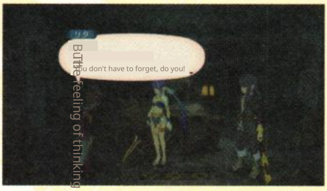

エステル
Lapid is attached to Flynn, huh. Lucky Flynn.

Seeing Lapid act affectionately toward Flynn just like he does with Yuri, Estell feels envious.

● Brionac (3)

Location: Orunion, Land of Reverie (→P286)
Period No.151 To the Ancient Tower~
Acquisit Judith — main weapon "Brionac"

After completing "Brünnhilde (2) (→P319)" and "Things I Like (2)" (P335), it triggers when you stay at the Orion inn. If you enter room ⑩ located in the far-left back of Carbocrum (→P184), you can get "Brünnhilde" back.


リタ
But the feeling of thinking something is importa
You don't have to forget, do you!

Although they recovered the beloved gun, Rita encourages Judith, who unusually shows a timid side.

●A Challenge from the Hero

Location Imperial Capital Zaiphias (→P150)
Period No.151 To the Ancient Tower~
Obtainable: Valuables "Hero's Challenge Letter"

If you sleep in Yuri's room in Zaiphias, Yuri will discover a challenge letter from Flynn. This grants the valuable item "Hero's Challenge Letter," and when playing as Yuri and attempting "The Endless Slash" (→P351), you can fight Flynn.

● The Road to Great Boss

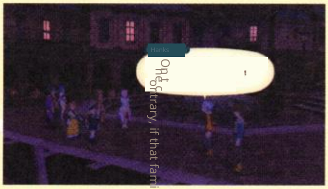
Location: Imperial Capital Zaphias (→P150)
Period No.151 To the Ancient Tower~
Reward: Lapid · Title "Great Boss"

After "Final Showdown" (→P334), if you have raised faction control on the marking map to 95% or more, this triggers when you speak to the dog near the inn in Zaphias. Dogs and cats from across the capital gather to celebrate Lapid's victory.

● A Thank-you from the Lower Town

Location Imperial Capital Zaphias (→P150)
Period No.151 To the Ancient Tower~
Acquisition —

This occurs when you examine the aqueduct magic device in Zaphias's lower town. After listening to the children's request, Yuri and Flynn go to the noble district. While the party is impressed by their caring nature, Hanks talks about Yuri's outlook on life.

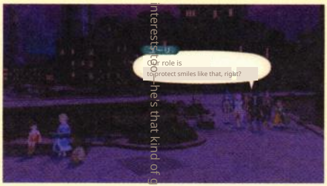

Hanks
On the contrary, if that family has someone they care about, he'll look out for that person's interests too—he's that kind of guy

To Yuri, the people of the lower town are like family, and all of his actions are an extension of protecting that family.

●For Whom the Bell Tolls (2)

Location Imperial Capital Zaphias (→P150)
Period No.151 To the Ancient Tower~
Acquisition —

After completing "For Whom (1)" (→P328), it occurs when you go to the bench on the right in the civic district of Zaphias. Yuri sees Ryne happily living with the children and reconfirms their own mission.


Our role is
to protect smiles like that, right?

Seeing Ryune smiling happily with the children, Yuri and the others resolve to protect that smile.

●Thrill-Loving Sissile

Location Flower Town Harūru (P162)
Period No.151 To the Ancient Tower~
Obtained items: see below

After completing "The Mysterious Humanoid Magic Device" (→P326), talk to Cicily who is in front of Harul's inn. He will then offer to craft a weapon for you on the condition of completing a stimulating challenge. The challenges are listed below and may be completed by any character. After fulfilling a challenge, speak to Cicily to receive the weapon.

シシリー
残りの刺激な項目
That's all that's left—

If there are incomplete challenges remaining, Cicily will tell you the challenges each time you talk to him.

· List of Cicily's Challenges

Task The number of stimulating times; repeat attacks
Requirement: Connect a 200-hit combo during battle
Reward: Yuri main weapon "Shinai (Teaching Rod)"
Objective: Obtain a Thrilling Battle rating
Requirement: Earn a GRADE of 35 or higher at the e
Reward: Estelle main weapon "Cat Toy"
Objective: The more thrilling, the more you run away
Requirement: Flee from battle 50 or more
Reward: Karol main weapon "765kg Hammer"
Objective: Inflict thrilling damage
Requirement: Deal 80,000 damage during battle
Reward: Rita main weapon "Measuring
Objective: Possess a thrilling amount of money
Requirement: Have 1,000,000 Gald or more
Reward: Raven main weapon "Slingshot"
Objective: Engage in a thrilling number of battles
Requirement: Participate in 1,000 or mor
Reward: Judith main weapon "Deck Brush"
Objective: Finish battles in a thrillingly short time
Achievement requirement: Finish the battle
Reward: Repede — Main weapons "Yakitori", "Murakumo" (if not yet o)
Challenge: Achieve 30 kills in the Stimulating Time
Achievement requirement: Complete "The 30 Kills" within 9
Reward Fren — Main weapon "Bouquet of Roses"
Challenge: Perform synthesis a stimulating number of times
Achievement requirement: Perform synthesis 100 times or more
Rewa Patty — Main weapon "Surume"

■ Harul's Tree

Location Flower Town Harul (P162)
Duration No.151 To the Ancient Tower~
Acquisition —

Occurs after completing "The Truth of the Rumor" (P329) and "The Promise" (→P331) and arriving in Harul. Under Harul's tree, you can see a scene where Estelle decides that once her journey ends she will move to Harul.

エステル
Really!?

Estelle, who aspires to be a children's story author, declares she will commute from Harul to Zaphias Castle.

● Rapido's Lineage (1)

Location: Inn "Adventure King" (P126)
Period: No.151 To the Ancient Tower~
Obtain: Rapido Mystic Arte "Ensen-Ya (Circular Flash Fang)"

This is a sub-event that occurs after completing both "Inn 'Adventure King' (2)" (→P306) and "Rapido's Owner" (P336), then staying one night at the inn "Adventure King." Riche and Karen recognize Rapido's name, and they give Rapido the technique manual used by a dog presumed to be his mother.

リッチ
...from your mother
was taken

Repede, convinced that the pup was from a dog owned by an acquaintance, hands over the guidebook to Rich.

Karol
...Oh, you two?

For Rapido, who cannot read the guidebook, Yuri and Fren end up spending the night helping him with special training.

Rapido's Lineage (2)

Location Inn "Adventure King" (→P126)
Period No.151 To the Ancient Tower~
Rewards Precious item "Dog Knight Badge", Rapido title "Absolute Dog Knight"

If you have completed "Rapido's Lineage (1)" (→P337) and stay at the inn "Adventure King", a conversation will occur. The party is told by Rich and the others about a badge that was supposed to be passed down to the puppy when the mother dog died.

One Night of Training

Location: Port town Kapua Trim (p.182)
Period No.151 To the Ancient Tower~
Acquisition Karol Secret Art "Retsushin Drop"

An event in Kapua Trim where Karol learns a technique. Karol insists she must become stronger to gain Nan's approval, and Nan says she will reconsider if Karol can master Nan's technique in one night, agreeing to accompany her in the special training.

Karol, if you die somewhere when I'm not around—
I won't!

After the exhausting training, Nan offers Karol a word of encouragement in her own way and leaves.

Sicilly's Inspiration

Location: New Rising City Heliod (→P188)
Period No.151 To the Ancient Tower~
Acquisition Rapido — Main Weapon "Murakumo"

'The Mysterious Humanoid Magitek' (→P326) After completion, if you raise Repede's level to 50 or higher and approach the pier at the Heliod worker camp, this event will occur. Sicilia will craft the main weapon "Murakumo" for Repede.

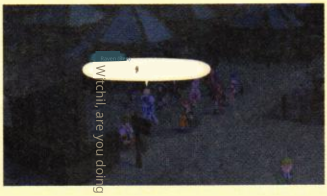
Wow, that's so amazing—

If you obtained "Murakumo" from "Sicilia Who Loves Stimulation" (→P337), the event will also occur.

Secret Modification

Location New City Heliod (→P188)
Period No.151 To the Ancient Tower~
Acquisition

Occurs after completing "Cicily's Inspiration" and talking to Wichir at the lab or camp. During the conversation with Wichir, Cicily joins and modifies Carlo X. This sub-event is one of the conditions for using Karol's Mystic Arte "Gousen Bakusatsu Ultra X Bomber".



First, talk to Witchil who is peeking at Sicilly from behind the restroom sign.

3155 Damage!
3 Hits

For the usage conditions of Karol's Mystic Arte "Gousen Bakusatsu Ultra X Bomber," refer to page 80.

Shout loudly!

Location Guild Nest Dangrest (→P191)
Period No.151 To the Ancient Tower~
Acquisition Karol - Main Weapon "Infinity"

This is a sub-event that occurs after the aforementioned "One Night of Special Training" when you go to Dangrest's plaza, where Karol challenges the loud-voice contest. The contest's content changes depending on whether you choose "Fierce Skill" or "Fierce Love," but the reward you receive does not change.

Facing his beloved naan, Karol wants to show his best side. It's a moment that tests his manliness.

Guild Request (7)

Location Guild Nest Dungrest (P191) →
Period No.151 To the Ancient Tower~
Obtain 8500 Gald

"Guild Request (6)" (→ P332) After completion

After talking to the master of "Shooting Star of the Heavens," this request is triggered. Go to Mantaique's inn and accept a job to find the secret tome for refining Evalight for Novis. Completion requires the recipe for the dish "Okonomiyaki," and the procedure is complex, so follow the guidance below.

Procedure List

1	ve to Mantaique's inn
2	Move to the inn in Dangrest
3	Talk to the "Silver Ring Territory" guild member located in the back left of Nam Island
4	Talk to the gate guard (left) of the Zaphias noble district
5	Talk to Mimura in the Zaphias Castle dungeon
6	Go to Kapwanole and move to the area in front of the inn
7	Move to the Arselm and defeat the monsters
8	Enter Karbokram and proceed straight ahead
9	Talk to Irmain in the jail of the Dangrest Guild Union headquarters
10	Talk to Irmain again, select "Okonomiyaki" / Obtain "Irmain's Note"
11	At Mantayk's inn, give the "Ilmain Note" to Novis

MONSTER DATA

Aquates Assassin → P449
HP 8003 Race: Aquatic Type A
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Predent → P451
HP 7216 Race: Aquatic Type
[Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Hawk → P433
HP 6150 Race: Bird-type
Size: Medium Attributes: Fire Earth Wind Water Light Surface

Guild Quests (8)

Location Guild Nest Dungrest (P191) →
Period No.151 To the Ancient Tower~
Acquisition

Occurs in Dungrest Square after completing "Guild Work (7)." Karol struggles with the gap between ideals and reality, but is convinced that seeing everyone's happy faces is the most important thing.

Pinnacle of Technique

Location Flower Town Haruru (P162)
Period No.151 To the Ancient Tower~
Acquisition Rita — Main Weapon: "Ivy Blade"

Occurs under the Haruru tree after "Guild Request (7)" and "The First Step of Spirit Magic" (→P329). Having obtained Evalight, Novis completes his long-cherished "Ivy Blade" and hands it over to Rita.

The Way of the Mage Is Endless

Location: Flower Town Haruru (P162)
Period: No.151 To the Ancient Tower ~
Acquired: Rita · Title "Seeker"

After completing the above "Gathering of the Pinnacle of Technique" and exceeding a total of 60,000,000 damage dealt to enemies, it occurs when you speak to the Aspio mage near the Harul fountain.

Proof of the Cook

Location City Node Polica (P216) →
Period No.151 To the Ancient Tower~
Acquired items and titles: see below

If you obtain every recipe except "Mapo Curry," a Wonder Chef will appear at the Nordopolica dock. Speak to them and you will receive the "Mapo Curry" recipe and a "Cooking Battle Invitation." After that, talk to the man standing at the entrance of the Dungrest Cooking Stadium. You will then be allowed to participate once in a cooking contest held at the Cooking Stadium. Cooking proficiency is important to win the contest. Ensure the participating character's Main Dish and Dessert proficiencies are all "MASTER!" and the other categories are at least ★★★ to secure victory. Note that on subsequent playthroughs, if you carry over recipes, a sub-event will trigger at No. 148.

Items obtainable

Valuables "Cooking Battle Invitation"	Mapo Curry Recipe

Title obtained upon victory

Yuri "Everyman Chef"	Estelle "Cordon Bleu"
Karol "Guild Cook"	Rita "Chemical Cook"
Raven "Weekend Cook"	Judith "Chef Mom"
Flynn "Mysterious Chef" Patty	The Ultimate Supreme Cook"

Antlion (5)

Location City of Water and Yellow Sand Mantike (P222)
Period No.151 To the Ancient Tower~
Acquisition Items: See below

In the final item-for-item exchange event that continues from "Antlion (1) (P313)", the rancher asks for a "Silver Edge + 1α". This can be synthesized from the "Silver Edge" purchasable in Orinion, "Insect Horn" ×3, and "Armadillo Spike". After the exchange, only if you have completed all item trades with the rancher for "Antlion (1)–(4)" will you additionally receive the following item.

- Items obtainable

Item "Spectacles"	Accessory "Crona Symbol"
Accessory "Blue Dice"	Accessory "Reversed Doll"

- Items obtainable additionally

Yuri, Estelle, and Flynn — Main weapon "Holy Avenger"	
Accessory "Reverse Doll"	Rita — Main weapon "Super Electromagnetic YoYo"
Headgear "Dragon Helm"	Accessory "Paladin Mantle"
Accessory "Black Onyx"	Item "Special Gummi"
Item "Red Sage"	Item "Hourglass"
Accessory "Alexandrite"	—

The power to protect

Location Cave Mock Great Forest (→P194)
Period No.151 To the Ancient Tower~
Acquisition Valuable item "Hunting Challenge Letter", Karol — title "Golden Warrior Who Conquers the Lofty Peak"

When entering the Cave Mock Great Forest, an event occurs. Members of the "Demon-Hunting Sword" inform Nan of a crisis, and Karol heads off to help Nan. The valuable item obtained here, the "Demon-Hunting Challenge Letter," leads to Nan and Tison appearing in "The Endless Slash" (→P351).

Combat Technique Translation (2)

Location Mount Temza (P234)
Period No.151 To the Ancient Tower~
Reward Judith - Mystic Arte "Falling Moon Claw"

After completing "Combat Technique Exchange (1)" (→P329), it occurs when you go to the ruins located partway up Mount Temza. Judith will learn the secret of Kritia spearmanship from the Kritia tribe, who migrated from Mjorzo.

Your Dazzling Swimsuit App

Location Ancient Tomb Village Yormgen (Truth) (P245)
Period No.151 To the Ancient Tower~
Acquisition Title: See below

This event occurs when you speak to the noble family in Yormgen (Truth); if you give them a "Microcircuit" they will exchange it for a swimsuit. The "Microcircuit" can be obtained from a chest just inside the west entrance of Zophil Frozen Sea (P258). After obtaining it, return to Yormgen (Truth) and speak to the butler.

What!? You said there would be women's sizes too!

Their long-awaited swimsuits were obtained, and the celebration was s
Raven protests that there are no swimsuits for the women.

- Titles obtainable

Yuri "Aloha Brother"	Karol "Energetic Boy of the Seashore"
Raven "The Rumored Summer Man"	Repede "Shy Diving Dog"
Flynn "Technical Diver"	—

Your Dazzling Swimsuit Appearance (2)

Location Ancient Tomb Village Yormgen (Truth) (P245)
Period No.151 To the Ancient Tower~
Acquisition Title: See below

After completing the above "Your Dazzling Swimsuit Appearance (1)," speak with the butler to trigger this event. This time you are asked to procure a "Super Air Guide Plate," which can be obtained by completing the "Collector's Encyclopedia (2)" (P310) and then talking to Gevanni in front of Haruru's fountain.

Somehow rather eerie
Old man, strangely
Bi

Raven, who became thrilled after finally getting the long-awaited wom
However, in his excitement......

- Obtainable title

Estelle "Fresh One-Piece"	Rita "Casual Shoreline Girl"
Judith "Barely Black Bikini"	Patty "Straw-Hat Girl of the Southern Rainbow"

Phantom

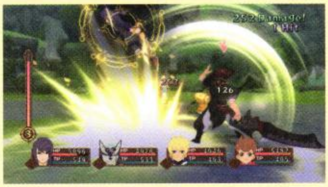
Location: Ancient Tomb Village Yormgen (True) (→P245)
Period No.151 To the Ancient Tower~
Acquisition —

Go to Yormgen (True) and inspect the red box in the abandoned house to trigger a conversation event. This box was No.80 delivered to Yormgen's Yuifan, and inside a note expressing her feelings is found. This event is one of the conditions for triggering "The Labyrinth of Reminiscence" (P381).→

Leader, Sortie

Location The Ruined City Carboclam (P184)
Period No.151 To the Ancient Tower~
Obtain Valuable Item: "Demon Hunter's Challenge Letter 2"

After completing "The Power to Protect" (P340), go to Carboclam. It occurs if you take the left path at the first fork. You will intervene in the dispute over the "Demon Hunter's Sword" and end up fighting Clint. Clint is a powerful enemy who uses Fatal Strike. If allies continue to take the enemy's attacks or keep guarding, a yellow spell marker will appear on allies, and Clint can finish them with Fatal Strike, instantly incapacitating them regardless of HP. Clint's attacks have relatively short reach and long recovery, so it's good to dodge with free run and deal damage. Meanwhile, make allies repeatedly cast magic. If you win, you obtain the valuable item "Demon Hunter's Challenge Letter 2," and Clint will appear when you attempt "The Endless Slash" (→P351).



When the yellow magic circle appears, you can land a Fatal Strike. Revive them immediately.

• BOSS DATA

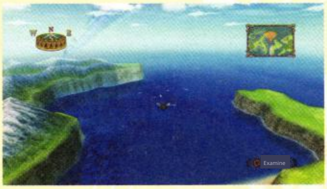
Clint →P422
HP 142520
Race: Humanoid AV
Size: Medium
Attributes: Fire, Earth, Wind, Water, Light

Love-Love♥Yuri (3)

Location: Field
Period No.151 To the Ancient Tower~
Acquisition Patty — Main Weapon "Leorlca"

"Love-Love♥Yuri (2)" 」(→P330)

After completion, examine the exploration point on page 132. Doing so lets you obtain Patty's main weapon "Leorlca," said to have been used by the great pirate Grancaray, and reveals that the "Sea Spirit's Fang" and "Sea Beast's Claw" originally belonged to the same guild.



The exploration point appears at this location only once. Move east from Yumanju by Baul.

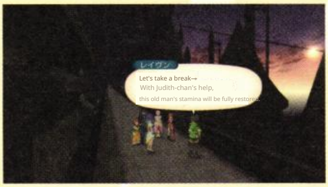
Whoa...! Stop,
You—hey, what are you doing!
Huh? What is it?

Patti, having taken Karol's advice literally that strong women are attractive, challenges Yuri to a fight.

Encouragement from the Schwan Unit (2)

Location: Ancient Tower City Tarlcaron (→P289)
Period: No.153 The Assassin's End~
Acquisition: -

Requires completion of "Encouragement from the Schwan Unit (1)" (→P334). Title for Raven Set the "Heavenly Orbiting Shining Star" and parti-t When you proceed from the ladder area of Tarcarr on to Floor 3, a conversation event will occur.



Let's take a break→
With Judith-chan's help,
this old man's stamina will be fully restored.

When heading toward the ascent/descent magic device (right) on Layer 3 of Tarcar Raven starts throwing a tantrum.

Demon Sword (3)

Location Ornion, the Land of Longing (→P286)

Period No.153 The Assassin's Last Moment~

Acquisition -

Occurs after completing "Demon Sword (2)" (p.330) when you board the Baul with all nine magic accessories obtained. Methods for obtaining the magic accessories are shown in the table below. Completing this subevent adds a third battle in the fight against the Duke in No.154 and triggers the later "Demon Sword (4)".

- Methods of obtaining magic accessories

Magic accessory name (※)	How to obtain
Mercurius	Treasure chest in the Rerewiese Ancient Cavern (→ p.281)
Abysion	"Demon Sword (1)" (p.324)
Nanatsusaya	The Tomb of the Looking Glass・Treasure Chest of the Azure Sky Layer (P398)
Treasure chest in th	Glashalabolas Quoi Forest (P160)
Zariche	"Sorcerer Ring Change (2)" (→P330)
Ouroboros	Treasure chest in the Ancient Tower City Tarcarlon (→P295)
Nebilim	Cave Mock Great Forest (→P195)
SUSANOO	Treasure chest in the Ancient Tower City Tarcarlon (→P295)
Curvis	Treasure chest in the Observatory Tomb Present Life Layer (P400)

※ ... Changes name and stats with "Demon Sword (4)"

Hope of the Lower Town

Location Imperial Capital Zaphias (→P150)

Period No.154 From Hope's Guild~

See below for obtained items and titles

Talking to Ted near Zaphias's Aqueduct Magilith triggers a sub-event. A sword said to have been left behind by a once-famous mercenary is entrusted to you. In addition to obtaining Yuri's powerful main weapon "Klaussorath", you can also acquire titles for both Yuri and Flynn, so don't miss it.

ユーリ
We'll split it between the two of us, right

Yuri and Flynn, who have honed their skills together since childhood. They are the hope of the lower town.

- Items Obtainable

Yuri – Main Weapon "Klaussolas"	Yuri – Title "Hope of the Lower Town 1/2"
Flynn – Title "Hope of the Lower Town 1/2"	

Demon Sword (4)

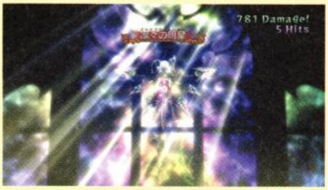
Location: Ancient City Tarcarlon (P289)

Period No.154 From Hope's Guild~

Acquisition: -

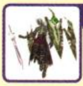
After completing "Demon Sword (3)", if you defeat Duke (2), a battle with the one clad in rainbow wings will occur. The enemy is a formidable foe who, in addition to Duke (2)'s artes and skills, uses Yuri and the party's artes and skills. Be especially careful of the HP-recovering "Heartless Circle" and the very wide-range attack "Meteor Swarm." The best countermeasure is to interrupt these by attacking during their casting. Also, when the enemy's HP falls below 20%, they will use a one-time Mystic Arte "Rinrin no Myōjō" that can wipe out the entire party at once. If the enemy activates Over Limit, fully restore everyone's HP. Upon victory, the magic accessory's name will change and it will gain a special effect: its attack power increases by the number of enemies defeated by the wearer.

The party member often uses the Mystic Arte "Big Bang", which leaves an ally with 1 HP. Prepare a large number of "Treats"



The Mystic Arte "Dignified Morning Star" has extremely high power, and at the same time greatly restores the HP of the Rainbo

BOSS DATA



Rainbow-Winged One &lt;-P420

HP 528200 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

- Name of the magilith after transformation

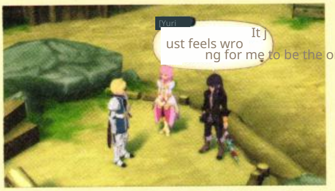
Spirit Sword Merikurius	Feral Chain Blade Ouroboros
Crimson Flame Sword Abission	Divine-Demon Bow Nebirium
Progenitor Sword Nanatsusaya	Sin Sword Susanoo
Wrath Axe Grashalabolas	Lone Soul Blade Curubis
Prison Sand Spear Zariche	—

Yuri's Formal Attire

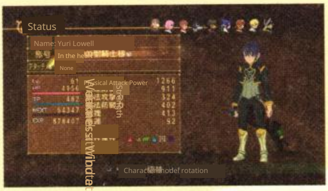
After Clear

Location Ornion, the Land of Longing (→P286)
Period After clearing the game
Obtained: Yuri - Title "The Knight of the Heart"

Load a cleared save in which all Secret Missions have been completed, then stay at the Orunion inn to trigger this. If the Secret Missions are not completed, you can retry with "I want to fight that guy again!" (→P369).


[Yuri
It just feels wrong for me to be the one to accept something like that from the empire

Fren tries to give him the Free Knight title and the knight's outfit, but Yuri refuses because he dislikes titles.


Status
Name: Yuri Lowell
In the heart
None
Physical Attack Power
Strength
Character model rotation

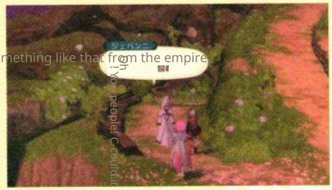
If you equip the title obtained here, "Holy Knight in the Heart", you can change into the Holy Knight outfit.

Collector's Compendium (3)

After Clear

Location Flower Town Harul (P162)
Period After clearing the game
Acquisition Item "Limits Bottle" ×3, Estelle - Title "Great Item Maniac"

After completing the Collector's Compendium (2) (→P310), fill the Collector's Compendium to 100%. With that done, go to the fountain in Harul where Jevanni is and this will trigger. Upon completion, in addition to the items you receive, you will obtain Estelle's title.


ジェバンニ
Oh...! You people! C-could it be that...!?

Giovanni is delighted at completing the collector's compendium, but Rita makes an unreasonable demand, saying she'll only lend it for one night.

カロル
C-could it be, really...

Giovanni managed to copy the Collector's Compendium in one night. Truly a feat born of sheer obsession.

Curiosity Girl

After Clear

Location: Inn "Adventure King" (P126)
Period After clearing the game
Obtain: Estelle — Title: "Curiosity Girl"

After completing "Inn 'Adventure King' (2)" (→P306), fill in every entry under "Town", "Dungeon", and "Field" on the World Map. Afterwards, when you stay at the Inn "Adventure King", a conversation between Estelle and Karen will occur. Note that the dungeon entries also include the Deep Cavernous Zone, the Maze of Reminiscence, and the Grave of the Looking Glass.

... So, we decided to make it that way.

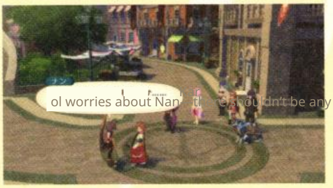
Sitting by the campfire, Estell tells Karen about the events of their journey so far.

Monster Compendium (2)

After Clear

Location Port town Capwanor (→P174)
Period After clearing the game
Acquisition Karol — Title: "A Man's Back"

After completing "Monster Compendium (1)" (→P319), go near the inn in Capwanor with the "Monster Compendium" at 100% to trigger this. Karol reports the completion of the "Monster Compendium" to Nan, but for some reason Nan gets angry at him. Upon achievement, you receive Karol's title.


ナン
ol worries about Nan... there shouldn't be any reason to...

Feeling the growth of Karol, whom she had thought of as a child, Nan begins to harbor special feelings for him.

Gigant Monster Defeated

Location	Inn "Adventure King" (P126)
Period	No.66 Beware of the Fishmen~
Acquisit	See each Gigant Monster entry

Gigant Monsters are gigantic monsters that live in various parts of the world. Their enemy symbols are extraordinarily large, and they possess overwhelming strength. If you are not adequately prepared, you will be routed in return, so raise your levels sufficiently and ensure your equipment, artes/skills, and tactics are all in perfect condition before challenging them. Unlike bosses, you can flee from battle. If you feel you cannot match them, it is wise to retreat honestly.

The first Gigant Monster you can challenge is the Green Menace in the Kerobe·Mock Great Forest.

Event Flow

This sub-event occurs after completing the inn "Advent King" (2) (→P306). It triggers when you defeat any Gigant Monster and then talk to Ritch at the inn "Advent King." Thereafter, each time you defeat another Gigant Monster and report to Ritch, you receive rewards corresponding to the enemy you defeated. Also, if you have defeated at least one Gigant Monster and then stay at the inn "Advent King," a conversation event will occur. After that, if you defeat all 11 Gigant Monsters and talk to Ritch, the event is temporarily completed. At the same time, this fulfills the trigger conditions for "Happy Wandering" (→P331).

We have confirmed that there are 10 more of them.

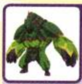
The undefeated Gigant Monsters are at the inn "Adventure You can confirm it by talking to the Lich of the "King".

Characteristics of Gigant Monsters

Gigant Monsters drop valuable synthesis materials useful for crafting powerful equipment. Most synthesized items require multiple copies of these materials, so challenge them repeatedly. Also, defeated Gigant Monsters have a 10% chance to respawn each time you leave and re-enter a town or dungeon or load a save file. However, note that only the Green Menis respawns 45 seconds after being defeated. If your goal is just to collect synthesis materials, you can also use the route in "Maze of Reminiscence" (→P381) where you can fight consecutive Gigant Monsters, so make use of that as well.

"Uga works"
2768 Damage!
5 Hits
1 Chain

If you land a Fatal Strike that increases item drop rates, it will certainly drop synthesis materials.



Green Menis

→ P432

HP 63900 Race: 周四

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Dark

ITEM
Drop: Green Menis Claw (30%)
Steal: Limits Bottle (25%)

Recommended Lv 2 Reward Valuables: "Menis Tooth"

Appearance Period No.47 The Great Forest Sleeping in Emerald~

Location: Cave Mock Great Forest (P194)

Have Rita repeatedly cast "Fireball" to stagger Green Menis, then follow up with a technique that aims a green Fatal Strike at the staggered enemy. Frontline characters should focus on guarding, and backline characters should equip Piyohan. However, be careful as "Wild Press" and "Wild Tackle" can easily hit backline characters.

18 Damage!
1 Hit

"Wild Press" and "Wild Shout" easily cause stun. Deal with them by guarding.

Hermit Drill → P454

HP 73600 Race Insect-type▼

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Dark

ITEM Drop Massive Carapace (35%)

[None

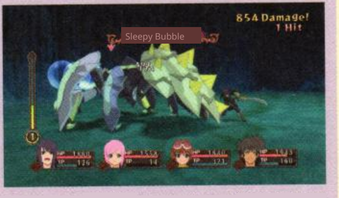
Recommended Lv 40 Reward Valuable Item "Fragment of an Empty Shell"

Reward Valuable Item "Fragment of an Empty Shell"

Appearance Time No.74 Final Battle! Arena~

Appearance Location Cados's Throat (P219)

The Hermit Drill, while in its shelled state, will charge forward or fire missiles. In this state, normal attacks are deflected and it is easy to be counterattacked, so use freerun to get behind the enemy before attacking. Also recommended is placing Rita in the back row and repeatedly using the water attribute "Splash" to exploit the weakness.



"Sleepy Bubble" deals heavy damage and induces the sleep status. Evade it with freerun.

Pterabronk → P438

HP 168523 Race Bird-type▼

Size: Extra Large attribute Fire, Earth, Wind, Water, Light, Dark

ITEM Drops: Large Giant Bird Beak (35%)

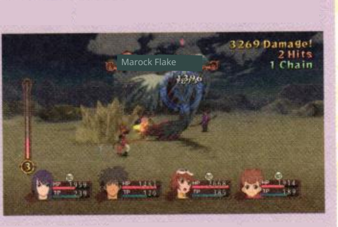
Lemon Gum (15%)

Recommended Lv 40 Rewards Valuables: Pterabronk Claw

Appearance timing: No.94 Heading to the Summit~

Location: Mount Temza (P234)

Because it is hard to hit a flying Pterabronk, aim for the tail from behind or fight using aerial moves like Yuri's "Sky Cleaver" as the focus. Evade the enemy's "Bombardment" with freerun and attack when it lands. Also, to avoid being caught in the all-around attack "Feather Spin," it is important to spread out your party members.



Pterabronk is weak to Earth. Have Rita in the back row repeatedly use "Rock Break."

Medusa Butterfly →P455

HP 117200 Tribe Insect-type▽

Size Huge Attributes Fire Earth Wind Water Light Dark

ITEM Drops Dragon Powder (35%)

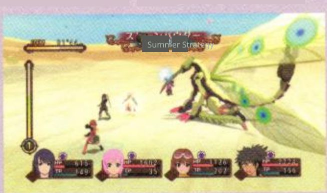
Holy Bottle (5%)

Recommended Lv 38 Reward Rare Item "Medusa Phosphor"

Appearance Period No.79 From the place where cacti grow~

Location Kogor Desert (P224)

For petrification countermeasures, a "Stone Bottle" is essential. The enemy has a wide attack range, so set tactics to avoid keeping the party clustered. Form a wall up front and have the back line repeatedly cast magic. If you control Yuri, the "Phantom Wolf Slash" tactic to get behind is powerful. The enemy turns slowly, allowing one-sided attacks.



When it begins to spread its wings, it is a signal to use "Stone Powder". Avoid by guarding or freerunning.

Brucis <- P433

HP 396000 Species: Beast-type

Size Huge Attributes Fire Earth Wind Water Light Dark

ITEM Drops Blue Wing (35%) / Mixed Gummy (25%)

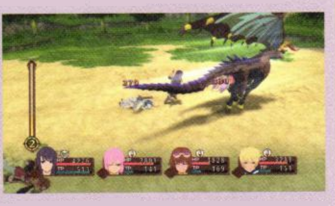
[none

Recommended Lv 55 Reward Rare Item "Brucis's Mirror"

Appearance Period No.100 From the forest hailed as a sanctuary~

Location Egozo Forest (→P240)

Because Brucis runs around freely in all directions, it's best to wait and fight along the blue circle line that indicates the battle area. It is also characterized by many attacks that cause stun, such as the rear-leg kick "Rodeo Kick", the top-down charge "Glide Dive", and the forward high-speed run "Charge". Prepare stun countermeasures with "Piyohan".



After avoiding the enemy's "Charge", approach by freerun and corner it at the edge of the battle area to fight.

Brutal

→ P433

HP 339000

Race Beast-type

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Dark

ITEM Drop Longhorn (35%)
[None

Recommended Lv 52 Rewa Rare Item "Boomerang Horn"

Appearance Period No.117 Threat Beneath the Ice~

Location Bayokia Plains - Southern Road (P128)

Paralyze-inducing "Electric Shock" makes "Paralyze Bottle" essential. Reduce the number of simultaneously appearing Cynossus (2) first, then concentrate attacks on the Brutal. When the number of Cynossus (2) drops to 3 or fewer, the Brutal will call reinforcements with "The Master's Call". Always keep attacking to prevent the summon.

Tide Wave
1 Chain

Rita learns the "Tidal Wave." Using this magic, which can attack the entire party (or all enemies), makes battles easier.

Fenrir

→ P433

HP 329222

Beast-type

Size: Extra Large attribute Fire, Earth, Wind, Water, Light, Dark

ITEM Drop: Wolf's Great Fang (35%)
[None

Recommended Lv Reward Valuable item: "Silver Mane"

Appearance period: No.139 - The Violet Shining Land~

Location: Erealumin Quartz Forest (→P277)

"Poison Claw" has a poison effect, so poison countermeasures for front-line characters are important. Also be careful of "Ice Breath," which causes paralysis. Place Rita in the back row and repeatedly use her weak fire-element magic. Conversely, water is absorbed, and earth and wind elements have no effect at all, so turn them OFF.

9626 Damage!
5 Hits
1 Chain
2614

Activating Over Limits with Yuri and repeatedly using the fire-element "Bakusaijin" is also effective.

Poseidon

→ P458

HP 213812

Flower Inorganic type

Size Extra Large Attributes Fire, Earth, Wind, Water, Light, Dark

ITEM Drops Rare Metal (30%)
None

Recommended Lv 50 Rewa Valuables "Piece of the Sea God"

Appearance period No.127 Infiltrate the Sea Palace~

Appearance location Zaude Citadel (→P267)

Being hit by "Volt Crash" can cause a dangerous stun. You'll want to prevent this in advance with the accessory "Biyohan." Our normal attacks are easily deflected, so frontline characters should focus on artes and skills. Light and dark are weak points, so having Estelle and Rita repeatedly cast light and dark magic will make this relatively easy to defeat.

Buster
Pine Gummi

When its body glows green, it fires an "X Buster." Dodge left or right with freerun.

Chimera Butterfly

→ P454

HP 166800

Type: Insect V

Size Extra Large Attributes Fire Earth Wind Water Light

ITEM Drops Dragon Powder (25%)/Mix Gummies (25%)
Holy Bottle (5%)

Recommended Lv 5 Rewa Precious Item "Chimera Phosphor"

Appearance Time No.143 Spirit-ization, and ~

Appearance Location Oi Forest (P160)

The Chimera Butterfly's weakness is fire-attribute arts, so repeatedly having Rita use them to defeat it is the quickest method. The enemy's attacks have a wide range, so it is important to spread out party members. The "phosphor" that causes poison can be avoided by freerunning; it's reassuring to equip allies with poison-resistant accessories.

8390 Damage!
8 Hits

Its turning motion is slow, and if Yuri uses "Phantom Wolf Slash" to take the enemy will hardly attack.

Griffin

→ P460

HP 379800
Race: Scaled
Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Dark

ITEM
Drops: Griffin Claw (35%) / Yurzo Crystal (25%)
盗 Panacea Bottle (5%)

Recommended Lv 55 Rare Item: "Griffin Feather"
Appearance Timing: No.143 Spiritification, and ~
Location: Northeastern Yurzolea Continent (P128)

Griffins move slowly, so it is safe to attack mainly with arts and techniques from a distance. However, they use many skills that cause weakness, so the front line must have weakness countermeasures. Also, the enemy's "Infinity Pick" poses a danger of continually hitting until you are incapacitated unless you have the skill "Recovering" set.

631 Damage!
6 Hits
無慈悲なる疾風

When its HP drops, it uses the wide-area attack “Merciless Swift ■Wind.” Spread out your party members and fight.

Bloody Peak

→ P460

HP 425000
Race: Scaled
Size: Gargantuan Attributes: Fire Earth Wind Water Light

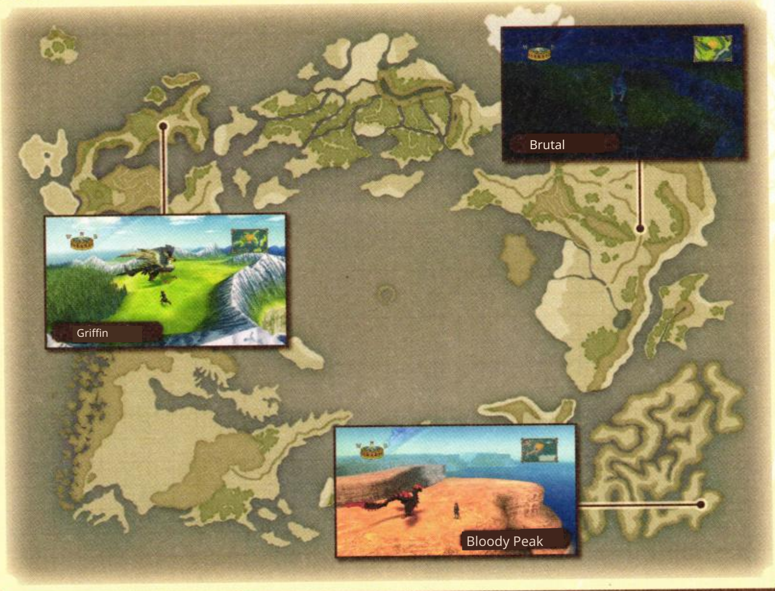
ITEM
Drop: Bloody Peak Pot (25%)
盗 Treat (20%)

Recommended Lv [illegible]5 Rewards Rare Item: "Bloody's Eye"
Appearance Timing: No.147 Friend in Peril ~
Location: Southeastern Wekea Continent (P128)

Bloody Peak's tail attacks have a wide range and are troublesome. Disperse party members so they are not caught, while the front line draws the enemy's attention. Among gigant monsters, this enemy is large-bodied and easy to hit. If Rita unleashes "Meteor Swarm," the attacks will land consecutively and deal massive damage.

When its HP drops, it begins attacking from the air. Intercept it with techniques like Yuri’s “Dan Kūga” (Sundered Fang).

Spawn locations of gigantic monsters appearing on the field



▶Organize W

Location	Various places
Refer to the flowchart for warehouse organizing occurrences during the period	
Acquisiti	Karol Title: "Warehouse Master", 2,000 gald each

"Warehouse organizing" is a mini-game to organize warehouses located in a total of five towns. Speak to the person standing in front of a warehouse to start. Use buttons to move the crates inside the warehouse and collect the three treasure chests to clear it. Note that for each "warehouse organizing" cleared, you receive 2,000 gald.

Ariset
Stop
Continue.

Use push-and-pull actions to move the boxes. If you fail, you can reset with a button.

- Warehouse organizing occurrence flow

Warehouse organizing (Deidon Fortress)	
Period	No.66 Beware of the fishmen~
Items: Miracle Gummies ×2, Strong Sake, Limits Bottle ×3	

Warehouse organizing (Kapua Trim) ※	
Period	No.66 Beware of the Fishmen~
Items	Lucky Gummies ×3, Power Light, Golden Horn

Warehouse organizing (Myolzo) ※	
Period	No.102 The Mysterious Shadow Covering the Sky~
	Dragon Knight Armor, Flaystone, Freezer Stone Itemun, Airstone, Geostone, Hourglass ×2

Warehouse Organization (Node Polica)	
Duration	No.126 Crushed Ambition~
Items	Specific ×3, Treat ×3, Paralysis Charm

Warehouse Organization (Ornion)	
Duration	After completing the subevent "Ornion" (→P333)
Items: Special Gumi ×3, Strange Lump, Fountain of Knowledge	

*You may challenge Capua Trim and Mjolzo in any order

●How to Read the Warehouse Map

☐ Passable floor

▨ Impassable holes (passable if you drop a box in them)

🟨 Movable boxes

x Unmovable Box

Location of 11 Chests and Destinations

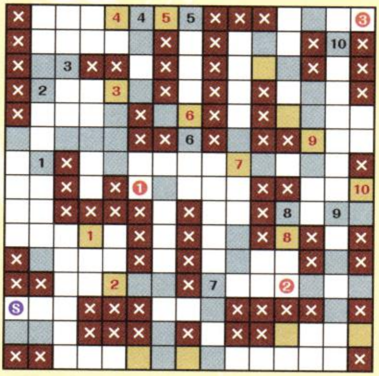
S Start Point

① Treasure Chest

○ Magical device that responds to the Sorcerer's Ring

a Elevator that moves in response to the magical device

● Deidon Fortress Town Map P158

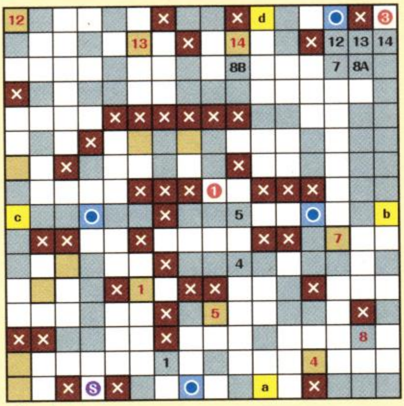


• Procedure for Conquering Deidon Fortress

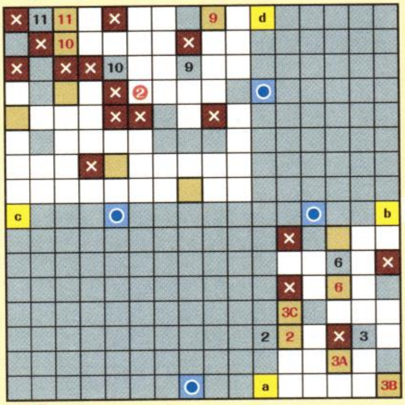
1	Drop 1–6 into 1–6 respectively
2	Collect the treasure chest ① (Miracle Gummy ×2)
3	Drop to 77
4	Collect Chest 2 (Strong Liquor)
5	Drop 8~10 to 8~10 respectively
6	Collect Chest 3 (Limitis Bottle ×3)

Push the movable box and drop it into the hole that cannot be passed through. Using the dropped box as a foothold is the key to clearing this area.

• Kapua Trim Town map → P182



• 1st floor



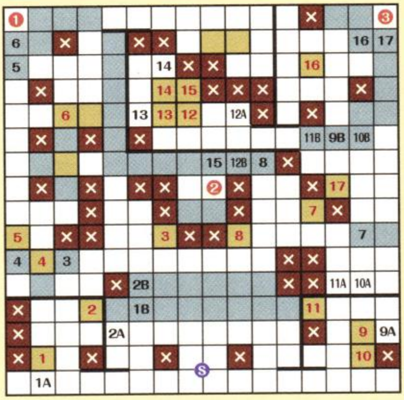
• 2nd floor

• Procedure for clearing Kapua Trim

1	Drop it into 11
2	Move to the 2nd floor from a
3	Drop 2 into 2
4	Drop 3A, 3B, 3C to 3 (falls to 8 on the 1st floor)
5	Move from a to the 1st floor
6	Drop 4, 54, and 5 respectively
7	Collect ① the treasure chest (Kujigumi ×3)
8	Move from b to the 2nd floor
9	Drop 6 to 6
	Move from 10 b to the 1st floo
11	Drop 7 to 7
12	Two boxes of 8 to 8A、Drop into 8B
	Mov from 13 d to the 2nd floor
	Dro into 14 99
15	Collect Treasure Chest 2 (Power Light)
16	Drop 10 and 11 into 10 and 11 respectively
	Mo from 17 d to the 1st floor
	Dr 12–14 into 12–14 respectively
19	Treasure ② Chest Collect (Golden Horn)

a If you ride the elevator in the ~garden and shoot the surrounding magitechnical dev
By riding the elevator in the ~garden and firing the Sorcerer's Ring at the magitechnical

• Myoruzo Town map → P243

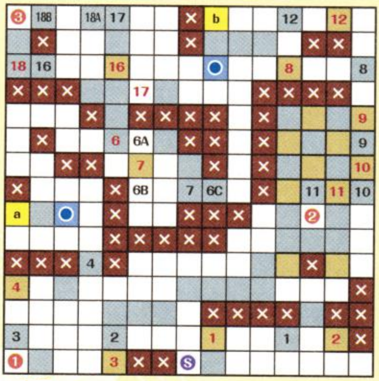


• Procedure for clearing Myoruzo

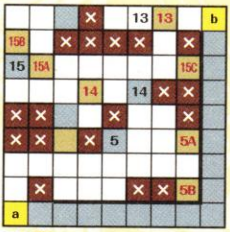
1	Carry 1 to 1A
2	Drop into 22A
3	Drop 1 from 1A into 1B, and drop 2 from 2A into 2B
4	Drop 3–6 into 3–6 respectively
5	Treasure ① Chest Retrieve (Dragoon's Armor)
6	Drop 7 and 8 into 7 and 8 respectively
7	Carry to 99A
8	Drop the 10 into 10A, and carry the 9 of 9A to 10A
9	Drop the 11 into 11A
	Dro the 10 that fell into 10A into 10B 99B
11	Drop the 11 that fell into 11A into 11B
12	Carry 12–14 respectively to 12A, 13, and 14
13	Drop 15 to 15
14	Drop the 12 of 12A to 12B
15	Treasure Chest 2 (Flaystone, Freezestone, Airstone) Collect (n, geostone)
16	Drop 16 and 17 to 16 and 17 respectively
17	Collect Treasure Chest 3 (Hourglass ×2)

• Node Polica

Town Map → P216



• 1st floor



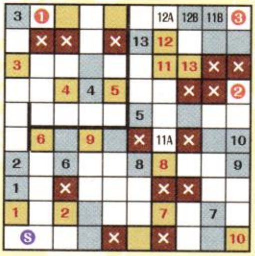
• 2nd floor

- Procedure for clearing Node Polica

1	p 1–3 into 1–3 respectively
2	Collec❶he treasure chest (Specific ×3)
3	Drop to 44
4	Move from a to the 2nd floor
5	Drop 5A, 5B to 5 (they fall to 6 on the 1st floor)
6	Move from a to the 1st floor
7	Carry to 66A
8	Drop 7 to 7
9	Carry the 6 of 6A to 6B, pull it up to the position of 7 from above Then push to the right and drop to 6C
10	8~11 to 8~11 Drop to each of them
11	Collect Chest 2 (Treat ×3)
12	Drop to 1212
13	Move from b to the 2nd floor
14	Carry 13 to 13
15	Drop 14 to 14
16	Drop 15A, 15B, 15C to 15 (falls to 18 on the 1st floor)
17	Move from b to the 1st floor
Drop	16 and 17 from 18 to 16 and 17 respectively
19	Drop the two boxes of 18 into 18A and 18B
20	Collect Chest ③ (Paralyze Charm)

• Ornion

Town map → P286



• Ornion攻略 procedure

1	Drop 1–3 onto 1–3 respectively
2	Collec❶the treasure chest (Special Gummi ×3)
3	Drop 4–10 onto 4–10 respectively
4	Collect Treasure Chest 2 (Mysterious Lump)
5	Pull 11 down and push from above to carry it to 11A
6	Move 12 to 12A
7	Drop 13 onto 13
8	Drop the 12 in 12A to 12B, and the 11 in 11A to 11B
9	Collect Treasure Chest 3 (Fountain of Knowledge)

Notes on Warehouse Sorting

There are a total of five "Warehouse Sorting" locations, but you cannot play them from any warehouse; you must clear them in order: Deidon Fortress → Kapua Trim and Myorzo → Nodpolica → Ornion. Since treasure chests in the warehouses contain valuable items usable for synthesis, challenge them as soon as they become available.

However, to trigger "Warehouse Sorting," all party members except Flynn and Patty must be present. Due to the scenario progression, if Estelle, Raven, or Judith have temporarily left the party, you will not be able to attempt Warehouse Sorting, so be careful.

The Endless Slash

Location	Arena City Nordpolica (P216)
Period	No.95 Birds Living in the Desert~
Obtain	See Prizes (→P352)

Once you are able to travel by Baul, go to the arena in Nordopolica and talk to the receptionist standing in the center to trigger "The Endless Slaughter." This allows you to participate in the arena tournament. It is a grueling competition where you fight many enemies alone, but if you are defeated partway through you will not get a game over.

Name of the Warrior
The Mu-Giri!
One-Man Army! IV

After paying the entry fee to the receptionist, you can register; speak to the man standing in front of the door beyond her to begin the match.

The Rules of The Endless Slash

The tournament has five match classes, from (D) to (S), becoming more difficult as rank increases. The basic rules are summarized below, and in addition to those, you cannot bring in items from your inventory — only supply items designated for each rank may be used. Any leftover supply items will be confiscated at the end of the match.

- Defeat a specified number of enemies using only the character chosen at acceptance
- The enemies that appear, time limits, and supplied items vary by rank
- Equipment can be changed during battle
- You lose if your team is wiped out or the time limit is exceeded

Number of Supplied Items by Rank

Item Name	Effects	D	C	B	A	S
Apple Gummy	Restores 30% of	6	8	10	10	12
Lemon Gummy	Restores 60% of HP	3	5	6	8	12
Orange Gummy	Restores 30% o	3	5	7	8	12
Pineapple Gummy	Restores 60% of TP	1	3	4	6	12
Mix Gummy	Restores 30% of HP and ...	—	3	4	4	6
Miracle Gummy	Restores 60% of HP and TP	—	—	—	1	3
Special Gummy	Fully restores HP an...	—	—	—	—	1
Panacea Bottle	Cures status abnormality changes	4	6	8	10	12
Limits Bottle	Charges the OVL gauge by one segment	1	2	3	4	6
All Divide	Halves damage taken by enemies and allies	—	[illegible]	[illegible]	[illegible]	1
Hourglass	Stops enemy actions for several seconds	—	—	—	[illegible]	1
Spectacles	Check enemy status details	5	5	8	8	10

Match Format

Tournament Name (Class)	Entry Fee	Time Limit
ザ・30 Opponents (D)	3000 Gald	5 minutes
Participation Requirement: After "No.95 Birds Living in the Desert"		

Tournament Name (Class)	Entry Fee	Time Limit
ザ・50-Man Slaughter	5,000 Gald	10分
Participation Requirement: Clear Class D		

Tournament Name (Class)	Entry Fee	Time Limit
The 80-Man Slaughter (B)	8,000 Gald	15 minutes
Participation Requirement: Clear Class C		

Tournament Name (Class)	Entry Fee	Time Limit
The 100-Man Slaughter (A)	10,000 Gald	20 minutes
Participation Requirements: Clear Rank B; possess the "Challenge from the Sea-Beast Maiden		

Tournament Name (Class)	Entry Fee	Time Limit
Phantom The Two-Hundred Kill (S)	20,000 Gald	35 minutes
Participation Requirements: Clear Rank A with three or more characters; possess the "Challe		

Obtain a Challenge Ticket

In the arena, appearing with a valuable item called a "Challenge Ticket" will cause certain bosses to appear, which changes the prizes awarded upon clearing. All "Challenge Tickets" can be obtained through sub-events. Please refer to the list below for how to obtain each one and what changes they cause. Prizes obtainable by defeating bosses are listed on page 352.

How to Obtain Challenge Tickets

Item Name	How to obtain
Demon-Hunting Challenge Scroll	Causes the effect "Power to Protect" (→P340)
Changing Details	Nan appears from Rank C onward, Tison appears from Rank B onward When using Karol, Nan will reappear from Rank A onward

Item name	How to obtain
Demon-Hunting Challenge Scroll 2	Defeat Clint in "Boss, Deploy" (P341)
Changing Details	Clint appears from Rank B onward

Item name	How to obtain
The Sea Beast Maiden's Challenge	Defeat Goshish and Drowatt in "What Jaeger Left Behind" (→P327)
Variable content	Becomes eligible to participate in Rank A

Item name	How to obtain
The Hero's Challenge	Trigger the "Challenge from the Hero" (→P336)
Changing Contents	When Rank A or higher and using Yuri, Flynn will appear

Item name	How to obtain
The Stronger's Challenge	"Labyrinth of Reminiscence (→P381) Rebellion in the Sky Defeat the warrior of old"
Changing Details	Becomes eligible to participate in Rank S

Arena Prizes

When you clear a tournament, you receive base prizes for each rank; if you are rank A or higher you can also obtain character-specific prizes. Note that there are two patterns for items received as base prizes: when you clear it for the first time, and when you have defeated all bosses that appeared due to a "Challenge Letter"—in these cases you can obtain items more valuable than usual. Base prizes

Rank: Precious Metals		① Upon first defeat of every boss within the rank ② When the boss has not appeared or item ① has been obtained
D	6000	① Apple Gummies ×3, Orange Gummies ×3, Limit Bottle ×3
		② Apple Gummies ×3, Orange Gummies ×3
C	10000	① Herb set (Sage, Savory, Lavender, Verbena, Chamomile, Basil, Saffron ×1 each)
		② Apple Gummies ×3, Orange Gummies ×3
B	16000	① Red herb set (Red Sage, Red Savory, Red Lavender, Red Verbena, Red Chamomile, Red Basil, Red Saffron ×1 each)
		② Lemon Gum ×3 、Pine Gummy ×3
A	20000	① Character-specific prizes (see table below)
		② Lemon Gummy ×3, Vine Gummy ×3
S	20000	① Aredoval, Barbatos Ring, Daos Mantle Chizel Necklace, character-specific titles (see table below), skill “Stardalon” (※Only for characters who cleared)
		② Lemon Gummy ×3, Pine Gummy ×3

Character-specific Rewards

Character	Rank	Yellow Item
Yuri	A	Main weapon "Colossus", body armor "Hyper Armor", body armor "Star Mail", Mystic Arte "Gi Shō" ※
	S	title “The Strongest Black Lion on Earth,” “The Returned Swordsman”
|Estelle	A	Main weapon “Comet Light,” sub-weapon “Sanctuary,” sub-weapon “Starlight,” body armor “Imperial Guard,” title “Secret Magical Girl MX”
	S	Titles: "The Fighting White Nightingale" "The Avenging Holy Knight"
Lapid	A	Body Armor: "Piece of Eal", Accessory: "Maxima Muddog"
	S	Title: "Sharp Silver Pure Fang King", "Dog Wearing the Garb of a Half-Beast Boy"
Karol	A	Main Weapon "Baribari Drill Hammer", Head Armor "Brave Helm", Special Skill "Insect Strike Press"※
	S	Title "Young Tiger Wielding a Heavy Fist", "Red Dual Wielder"
Rita	A	Main weapon "Sacred Chain", head armor "Elemental Goggles"
	S	Title "Sharp-Aimed Magical Bee", "Amnesiac Mood Maker"
Raven	A	Main weapon "Celestial Star", head armor "Glorious Helm"
	S	Title "Wandering Lazy Wolf", "Ace Hitman"
Judith	A	Main weapon "Caduceus", body armor "Draconic Coat", Special Skill "Hien Gekka" ※
	S	Title "Azure Thundering Fury", "Wandering Miser"
Raven (Ren)	A	Main weapon "Radiant Star", body armor "General Armor"
	S	Title "White Pegasus of Righteousness", "Kind Successor of Swordsmanship"
Patty	A	Sub-weapon "Pirate Gun: Shirahama", head armor "Eclipse Circle"
	S	Title "Silver Orca Ruler of the Sea", "Unfaltering Guardian"

※Only if not learned

• There are 73 types of enemies that appear

Each time you defeat an enemy, a new opponent appears, and when you defeat all enemies in a group you move on to the next group's battle. Many enemies only appear here, so if you intend to complete the "Monster Compendium," record them in "Spectacles."

• List of appearing monsters |Rank Group Monster Data

Rank	Group	Monster Data	
D	1	Bandit (1) x4	Type Humanoid A
		HP 3100 Size Medium Attribute Fire	地 風 Water 光 闇
		Night Halberd ×3	Type: Humanoid AV
		HP 5300 Size: Medium Attribute: Fire region Water Light Garden	
		Hawk ×4	Type 鳥型
		HP 6150 Size Medium Attribute Fire	地 風 Water 光 闇
		Witch ×4	Type: Model
		HP 3300 Size: Medium Attribute: Fire ground Water Wash Mouth	
		Predator Flytrap ×4	Type: Plant Type A
		HP 2800 Size: Medium Attribute: Fire	地 風 Water 光 闇
		Black Bat ×6	Type: Crow-type
		HP 1700 Size: Medium Attribute: Fire Origin Water Death■	
		Bellbell ×3	Type: Beast-form≫
		HP 7265 Size: Medium	Element Fire Virtue Wind Water Wash Mouth
	2	Adecol (Arena) BOSS]	Type Humanoid A
		HP 22000 Size: Medium	Attribute: Fire, Earth
		Bokkos (Arena) BOSS	Type: Humanoid
		HP 23000 Size: Medium	Attribute: Fire, Open Garden, Water Wash
C	3	Jet Balloon x5	Type: Magical Creature
		HP 4500 Size: Medium Attribute: Fire Mouth	
		Predent x5	Type: Water-type A
		HP 7216 Size: Medium Attribute: Fire	地 風 Water 光 闇
		Square Shoulder x2	Type: Beast-form≫
		HP 14600 Size: Large Attribute: Fire, Water Mouth	
		Soja x4 1 ※	Type: Humanoid A
		HP 10456 Size: Medium	Attribute: Crater
		Nan (Arena) BOSS ※2	Type: Humanoid AV
		HP 51260 Size: Medium	Attribute: Fire-opening Garden Water-light
	4	Cockatrice ×3	Type: Scale-type
		HP 9450 Size Medium Attribute Large Maw	
	※3 June		Type Humanoid A
		HP 17500 Size Medium Attribute Fire Mouth	
B	5	Fire Spirits ×3	Type Demonic Creature
		HP 7272 Size Medium Attribute Fire	地 風 Mizumitsu Garden
		Snow Spirits ×3	Type Demonic Creature
		HP 17500 Size Medium Attribute Fire	地 風 Water Research
		Fire Bat ×4	Type: Crow-type
		HP 7676 Size: Small Attribute: Fire Tokugaoka Water Mouth	
		Ice Bat ×4 Type	鳥型
		HP 7200 Size: Small Attribute: Fire Wind Water Light Return	
		June ×2	Type Humanoid A
		HP 17500 Size: Medium Attribute: Fire Pass Garden	
		Skanky ×4 4 ※	Type Beast-form
		HP 18000 Size Medium	Attribute: Fire, Earth
		Tison (Arena) BOSS 2 ※	Type Humanoid A
		HP 58000 Size Medium	Attribute Transport
	6	Superstar D×3	Type: Magical Creature
	※5	HP 15010 Size: Small Attribute: Fire Wind Water Light Garden	

Rank	Group	Monster Data	
B	6 ※4	Aksha	Type: Water-type A
		HP 19800 Size Large Attribute Fire Water Light Garden	
		Uniceros ×2	Type Beast-form
		HP 17006 Size Large Attribute	Light
		Druid ×3	Type Humanoid A
		HP 8212 Size: Medium Attribute: Fire / Wind / Water / Light / Garden	
		August	Type: Humanoid AV
		HP 23400 Size: Medium-sized	Attribute: Fire, Earth, Country
		Clint (Arena) BOSS *6	Type: Humanoid AV
		HP 72025 Size Medium-sized	Attribute: Fire, Duke, Wind, Water, Light, Garden
	7	Negunegu ×4	Type: Plant-type A
		HP 12121 Size Medium Attribute Fire	Water
		Pron x3	Type Humanoid A
		HP 11250 Size Medium Attribute: Fire, Earth, Water, Light, Garden	
		Fen ×2	Type: Humanoid
		HP 12890 Size Medium Attribute Fire	Water
	8	Gauche (Arena) BOSS	Type: Humanoid
		HP 60606 Size Medium	Attribute Fire Water Surroundings
		Drowatt (Arena) BOSS]	Type Humanoid A
		HP 66666 Size Medium	Attribute Virtue Great Light
A	9	Wild Boar ×4	Type: Beast-form≫
		HP 10978 Size Medium Attribute Fire Wind Water Light Garden	
		Knight Fencer FX2	Type Humanoid A
		HP 10603 Size: Medium Attribute: Fire Wind Water Light Garden	
		Knight Bishop ×2	Type: Humanoid A
		HP 10002 Size: Medium Attribute: Fire	Mizumitsu Garden
		Octobal 7 ※	Type: Humanoid
		HP 28080 Size: Medium	Attribute: Fire Wind Water
		Nahn (Arena 2) BOSS ※8	Type: Humanoid AV
		HP 80000 Size: Medium	Attributes: Fire, Earth, Wind, Water, Light, Recovery
		Fren (Arena) BOSS 9 ※	Type: Humanoid A
		HP 82,000 Size: Medium Attributes: Fire, Water, Light, Field	
		Yuri (Arena) BOSS 10	Type: Humanoid A
		HP 82,000 Size: Medium	Attributes: Fire Map: Large Field
S	10	Thunderbat ×3	Type:
		HP 6480 Size Small Attributes Fire Earth Wind Water Light Garden	
		Skinny ×2	Type Beast-form
		HP 16200 Size: Large Attributes: Fire, Wind, Water, Light, Garden	
		Bigga Balloon x3	Type: Demon/Creature-type
		HP 15480 Size: Medium Attribute: Fire	Water Research Garden
		Ice Golem ×2	Type: Inorganic-type
		HP 21250 Size: Large Attributes: Fire, Plain Hill, Water, Light, Garden	
		Blade Murderer ×4	Type: Inorganic-type
		HP 22560 Size: Medium Attribute:	Magic
		Firebird ×4	Type: Crow-type
		HP 8060 Size: Medium Attributes: Fire, Origin, Water, Light, Garden	
		Benginist ×4	Type: Bird▼
		HP 34020 Size: Medium Attributes: Fire, Island, Water, Light, Garden	
		Rokutas ×2	Type: Water-type A
		HP 35200 Size: Large Attributes: Fire, Earth, Wind, Water, Light, Garden	
		Sabbage Helm ×2	Type Humanoid AV
		HP 57750 Size: Medium Attributes: Fire, Earth Map	
	11	Leaf Bat ×4	Type: Crow-type
		HP 3000 Size: Small Attribute: Fire	Water

Rank	Group	Monster Data	
S	11	Yellow Looper ×4	Type Demonic Creature
		HP 28080 Size: Medium Attribute: Fire / Vine / Light ■	
		Beincorn	Type: Plant Type A
		HP 15065 Size: Large Attribute: Fire / Farm / Big Mouth	
		Death Seeker ×2	Type: Insect Type ▼
		HP 34000 Size Medium Attribute Fire	Mizumitsu Garden
		Skunky ×3	Type: Beast Type >
		HP 18000 Size: Medium Attribute: Fire	Wa
		Crysta Spirits ×4	Type Demon Creature-type ADV
		HP 9999 Size Medium Attribute Fire Earth Wind Water Light	
		Seagle ×2	Type Humanoid A
		HP 31200 Size Medium Attribute Fire Earth	
		Druid ×3	Type Humanoid A
		HP 8212 Size: Medium Attributes: Fire, Wind, Water, Light, Garden	
		Man Who Runs Through Time BOSS	Type: Humanoid A
		HP 96000 Size: Medium Attributes: Fire, Water, Ultimate	
	12	Gyungyung ×4	Type: Crow-type
		HP 9826 Size: Small Attributes: Fire, Water, Light, Garden	
		June ×3	Type Humanoid A
		HP 17500 Size: Medium Attributes:	Fire Virtue, Water Cleansing
		Twee-nee ×3	Type: Plant-type A
		HP 13600 Size: Medium Attributes: Fire, Earth	
		Gigadent ×4	Type: Water-type A
		HP 24800 Size: Medium Attributes: Fire, Water, Cleansing	
		Grimza ×2	Type: Default Model
		HP 31200 Size: Large Attribute: Fire	Water
		Julai ×3	Type Humanoid A
		HP 26,000 Size: Medium Attributes: Fire, Field, Water, Light	
		The Sorrowful Queen of Darkness BOSS	Type: Humanoid
		HP 89,000 Size: Medium Attributes: Fire, Virtue?, Water, Purify	
	13	Watagunner ×3	Type: Aquatic A
		HP 28,960 Size: Medium Attributes: Fire, District, Water, Light, Field	
		Wheel Armado ×3 Type: Beast	
		HP 30,024 Size: Medium Attributes:	Fire, Virtue?, Water, Enclosure
		High Skanky ×3	Type: Beast
		HP 18,900 Size: Medium Attribute: Fire	Mizu-kyū
		Kyuible ×4	Type Humanoid A
		HP 26400 Size: Medium Attributes: Fire, Virtue Hill, Water, Light, Garden	
		Arjan ×4	Type: Humanoid
		HP 25000 Size: Medium Attributes: Traffic Garden, Water, Light, Garden	
		Sabbage Helm ×2	Type: Humanoid A
		HP 57750 Size: Medium Attributes: Fire, Earth, Water, Light, Garden	
		The One Who Slain He	Type: Humanoid AV
		HP118000 Size: Medium Attribute: Fire Earth ■	
	14	Granagito ×2	Type: Insect
		HP13566 Size: Large Attribute: Fire Earth Water Vessel	
		Biman ×3 Type: Humanoid	Type: Humanoid
		HP 25600 Size: Medium Attribute: Fire Balance ■	
		Flora Mantis ×2 Type: Insect	
		HP 40000 Size: Large Attribute: Fire Earth Country Water Wash	
		Ex Unicorn ×2	Type: Beast>
		HP 41800 Size: Large	Attribute Fire/Earth Water
		Warrior Who Rebelled Against the	Type: Humanoid
		HP 122000 Size: Medium Attribute: Entrance Garden	

※ 1. Appears only when holding the "Demon Hunter's Challenge" ×3, 2... Appears when holding the "Demon Hunter's Challenge", 3... When not holding the "Demon Hunter's Challenge" is included in Group 3, 4... When not holding the "Demon Hunter's Challenge" is included in Group 5, 5... Appears only when holding the "Demon Hunter's Challenge 2" ×2, 6... Appears when holding the "Demon Hunter's Challenge 2", 7... Nan (Coliseum 2), Flynn (Coliseum), Yuri (Coliseum) do not appear when they emerge, 8... Appears when holding the "Demon Hunter's Challenge" and using Karol, 9... Appears when holding

• Preparation Before Battle

"The Mu-jin Slash" has a limit on usable items, so it's a good idea to prepare the accessories and skills shown in the table below. Also, many arts and techniques improve in effectiveness with repeated use, so refer to the arts/techniques data from page 53 onward and use them in advance. It would be wise to register arts/techniques using the rare item "Arts Ball." Note that the character-specific rewards for Rank (A) are often powerful. Make use of them when attempting Rank (S). Recommended accessories and skills

Accessories	Effect
Miracle Bangle	Recovers 10% HP and TP when the enemy is defeated
Final Symbol	HP and TP recover by 3% at regular interva
The Red Mant	Absorbs Fire, Earth, and Light attributes (o ributes deal double damage)
The Blue Mant	Absorbs Water, Wind, and Dark attributes (ttributes deal double damage)
Clona Symbol	Prevents all status ailments and status
Skills	**Effect**
Enduro	Reduces flinch time when taking damage
Backstep	◉ Button + ⬅ / ➡ for Backstep
Step Away	No longer flinches while Backstepping
Life Reverse	Gradually recovers half of the last received damage
Limiter	Extends the duration of Overlimits

• Basic Battle Policy

In battles you often face multiple enemies at once, so the basic principle is to use freerun to position yourself safely to avoid being pincer-attacked. Also note that you can change equipment from the menu even during combat. As a rule, keep the "Miracle Bangle" equipped, and only switch to the "Final Symbol" or "Clawna Symbol" when facing a powerful boss to make fights much easier. Items are confiscated after fights, so don't hesitate to use them.

2581 14 2825
77/100
6466 Damage
ANNS

When facing a boss together with multiple enemies, first defeat the enemies other than the boss to reduce their number.

• How to Deal with Enemies to Watch Out For

In battle, prioritize defeating enemies who use magic or are fast on their feet. In Group 5, enemies specialized in resistance or absorption to Fire, Water, and Light attributes appear simultaneously, so refrain from using attribute-based artes, skills, or weapon attacks. For Group 6 and 11, equip the "The Red Mantle" to absorb Fire and Earth magic; for Group 14, equip the "The Blue Mantle" to absorb Water magic. Also prepare accessories that prevent petrification.

• Enemies and Attacks to Watch Out For

Group	Monster Name	Attack
4	Cockatrice	"Petrifying Scratch" (Petrify)
5	Snow Spirits	"Explosion" (Stun)
6	Druid	Fire and Earth attribute magic
10	Bigga Balloon	"Explosion" (Stun)
11	Death Seeker	Tail attack (Petrify)
11	Druid	Fire and Earth attribute magic
14	Piman	Water-element magic
14	F a Mantis	"Stone Slash" (Petrification)

• Tactics by Character

Yuri

Recommended S

🟥 Strength (various) 🟥 [Assassin]
🟧 Defend (various) 🟧 [Glory
■Turnless ■Limits Plus]

Yuri centers his attacks around the wide-ranging, easy-to-use "Phantom Wolf Slash" and builds a powerful tactic by linking from this move to "Absolute Wind Blade" and "Phantom Wolf Slash." If you set the staggering-preventing skill "Glory," multiple enemies are not frightening with this tactic. In boss fights, equip the "Clona Symbol" and prevent status ailments and stun for perfect defense. Recover HP using accessory effects or items.

3'01"30
29/30
New 3870 Damage!

In boss fights, from Over Limit Lv1 use either "Genrōzan" (Phantom Wolf Slash) It's good to repeatedly unleash "Zeppeijin" (Absolute Wind Blade).

Estelle

Recommended Skills

🟥 Strength (various) 🟧 Defend (various) 🟧 Invalid Attack 🟩 Cancel Plus ■ Defend Convert 🟦 Auto-Medicine

When fighting multiple enemies, use "Sylphie Roll," which can attack the surroundings; for boss fights, "Divide Edge," which can knock enemies down, is recommended. However, Estelle has low attack power, so it takes time to defeat enemies. To avoid running out of time, equip the skill "Strength" to boost physical attack power. Also, for HP recovery, it is wiser to use items rather than rely on magic spells, which are easily interrupted during casting.

9'48"88
4/50
Adibide
4350 Damage!
1 Hit
3027

The "Divide Edge" can be executed quickly by holding ⊗ for at least 200 counts and then releasing the button immediately.

Karol

Recommended Skills

🟧 Defend (various) 🟧 Guardian Arts
🟧 Mental Defense 🟩 Cancel Plus
■ Cancel Plus 2 🟦 Spirits (various)

Karol uses "Retsu-Sen Smash" → "Retsu-sen Dub"

Fight using the combo from "Rusmash" → "Shikou Metsuryu Flash" as your core. However, slow movement is a drawback, making it easy to be surrounded by enemies. When there is no escape, use the skill "Guardial Arts" to block enemy attacks and then counterattack with "Sen Smash." Against enemies that use magic, interrupt their casting by using the projectile "Kishin Senretsu Knock."

3'30"16
28/30
Heart Cure Stamp

Restore HP with "Kasshin Cure Stamp." Use items to heal only in urgent situations.

Lapid

Recommended Skills

🟥 ■ Strength (various) ■ Evasion (various)
🟩 Dash 🟦 ☐ Spirits (various)
🟦 ■ Well Items ■ Limits Plus

Pay attention to the "Gale Hound," which makes you invulnerable for about 5 seconds. If you master the "Gale Hound," you can move without taking any enemy attacks. However, this move does not deal damage on its own, so when attacking, use it together with "Senkū Reppa," which lets you strike around Rapido. Note that this tactic consumes a lot of TP, so don't forget to equip the accessory "Risky Ring," which reduces TP cost to 1.

18'00"33
60/100
Kanku Retsuha 31 Damage!
2931

The skill-transforming move that extends the dagger's reach, "Phantom Keen Dog," is also handy. It makes "Senkū Retsuha" even more powerful.

Rita

Recommended Skills

🟥 |Magic Feint 🟧 Grace
■Efficient ☐ End Lucky
🟩 Spell End 🟦Resolution

Rita's basic combat style is to make use of Over Limit, which shortens magic casting time. Whether against normal enemies or bosses, activating Over Limit Lv1 and repeatedly using "Tidal Wave" is the best strategy. However, if you spam "Tidal Wave," the OVL gauge will quickly run out. Equipping the accessory "Emperor's Dignity" makes it easier to increase the OVL gauge, so it is useful.

17'32"00
50/100
タイダルウェイブ
3326 Damage!
2 Hits

Group 5 Snow Spirits are not affected by "Tidal Wave." Use "Meteor Swarm" instead.

Raven

Recommended Skills

🟥 Strength (various)■ Step Long
▌ ■ Step CancelCancel Plus
■ Cancel Plus 2High Tension

Raven's wide-area attack "Crimson Spiral" is powerful. When facing multiple enemies, start with this skill and chain into "Azure Moment" to keep them from closing in. If you set "Earth Mole" around you beforehand, it's even safer. If enemies that use magic appear, quickly switch targets and strike with "Sky's Lament", which reliably hits distant foes. Against bosses, activate Overlimit and spam the projectile "Wind's Howl".

When restoring HP, "Love's Quick Needle" is good. If you immediately backstep, you can safely recover.

Raven (Ren)

Recommended Sk

🟥 Strength (various) 🟥 Arts Smash
🟧 Defend (various) ▌ ■ Energy Coat
■ Cancel Plus 2 🟦 Spirits (various)

Flynn should fight using hit-and-away tactics with the projectile "Guren Blad

For bosses, activate Overlimit and efficiently spam "Demon Emperor's Blade". For defense, to prevent incapacitation, equip the skill "Energy Coat", which greatly reduces damage taken from enemies. However, it consumes 5 TP each time the wearer is hit, so you will need to recover TP with items during battle.

光翔翼・散
14'54"63
85/100
6875 Damage!
2 Hits
7838
4145
6313

When you're cornered by multiple enemies, counterattack by linking from "Ligh
into "Crimson Lotus Blade".

Judith

Recommended Skills

▌ |Aerial Armor■Recovery Arts
■Aerial Jump Jump Cancel
■Aerial Dash Rod Economy

Judith's two powerful wide-range attacks are "Crescent Fang: Hawk" and "Moonlight." These techniques leave a large recovery window after the attack, but by jump-canceling that gap you can immediately unleash the next move. When fighting multiple enemies, alternating and repeatedly using this property is the best approach. Also, the latter move "Moonlight" becomes more convenient to use when equipping a staff. Always challenge "The Infinite Slash" using a staff.

13'41"71
79/100
4138 Damage!
2 Hits

Against bosses, repeatedly using "Moonlight" from Overlimits Lv1 allows you to deal damage safely.

Patty

Recommended Skills

▌| Critical Hitter ■ Limits Fever
■ Step Cancel F Form Keep
■ Hyper Form Up 2 Female Company

When fighting multiple enemies, the "Trigger Tune" of Critical Form is optimal. In other words, it is important for Patty to maintain Critical Form as much as possible. Immediately after the battle starts, activate Overlimits Lv1 and repeatedly use "Form Up" to enter Critical Form. However, if she is knocked down once, she will return to Normal Form. Set the skill "Recovering" to avoid being knocked down.

Falling Ice
17'51"36
45/100
4094 Damage!
1 Hit
4094

Against bosses, activate Over Limit and repeatedly use "Fallen Ice".

・The Endless Slash Boss Strategy

Adecol (Arena) → P426

HP 22000 Race: Humanoid AV

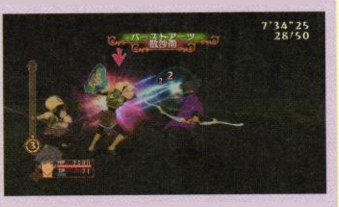
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Bokkos (Arena) → P426

HP 23000 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light

Fight Adecol and Bokkos two-on-one. To avoid being pincer-attacked, keep moving constantly in free-run while fighting. However, when you activate Over Limit, switch your target to the other enemy and attack.



From Overlimits he uses Burst Arts instead of Mystic Artes. You can deal with them by guarding.

Nan (Arena) →P423

HP 51,260 Race: Humanoid AV

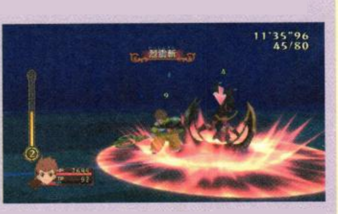
Size: Medium Attribute: Fire Earth Wind Water Light Dark

Nan (Arena 2) → P423

HP 80,000 Race: Humanoid AV

Size: Medium Attribute: Fire Earth Wind Water Light Dark

In the fight against Nan, it becomes important to handle the various thrown-weapon “Flying Blades.” Guard the arcing attacks “Flying Blade” and “Flying Blade: Assault,” and evade the straight-line attack “Flying Blade: Ring” by freerunning. When Nan begins to create distance, it’s a sign he will use magic. If he uses the healing “First Aid,” it becomes troublesome, so close the distance immediately to interrupt the casting.



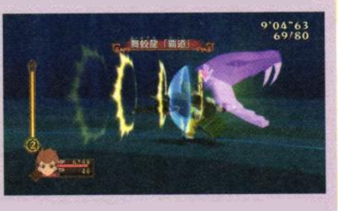
If you equip "The Red Mantle," Nan's "Raging "Quake Slash" and earth-element magic can be nullified.

Tison (Arena) <-P422

HP [illegible] Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Tison moves quickly and uses charging moves, making his actions hard to predict. Guard and counter after moves with large openings such as the rising attack “Koryu Blade ‘Oboroguruma’” and projectile attacks like “Koryu Blade ‘Korin’”. However, “Koryu Blade ‘Korin’” continues to hit until the very end of its animation, so after guarding you should dodge left or right once. Also, Tison’s Mystic Arte inflicts poison. If you fall into a poisoned state, recover immediately with a Panacea Bottle.



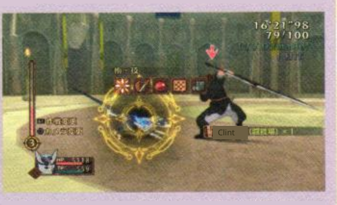
If you fight at the edge of the battle area, you can guard against “Mai Koryu ‘Hadō’” and then counterattack.

Clint (Arena) → P422

HP 72,025 Race: Humanoid AV

Size: Medium Attribute: Fire Earth Wind Water Light Dark

Against Clint, making him miss with freerun should be your first priority. Lure out slow, large-opening moves such as the ground-rending “Rock Cleaving Shatter Formation,” the exploding-ground “Shikou Blazing Formation,” and the red-ki–imbued shockwave attack “King’s Fierce Assault,” then counterattack. Also, if you keep taking Clint’s attacks, a yellow magic sigil will appear and he will land a Fatal Strike. This attack instantly incapacitates you regardless of remaining HP, so as a countermeasure it’s essential to equip the accessory “Reverse Doll,” which can recover you from a defeated state.



"Reverse Doll" should be equipped by opening the menu at the moment a yellow magic script appears.

Gauche (Arena) → P421

HP 60606 Race: Humanoid ADV Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden Dorowat (Arena) ->> P4

22 HP 66666 Race: Humanoid AV Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden The battle against Gosh & Dorowat is already unfavorable due to being 2 vs 1, and they use attacks that induce sleep and charm. Rather than hit-and-away tactics, use Overlimit Lv4 to launch concentrated attacks and try to defeat one of them as quickly as possible. The two also use magic, and when a yellow magic circle appears, it is the sign for " First Aid." The longer the fight drags on, the harder it becomes, so quickly close in with free-run to interrupt their HP recovery.

14'29"78
89/100
124 Damage!
2 Hits

When both are together they use a Mystic Arte. Defeat one of them as quickly as possible.

Raven (Arena) → P425

HP 82000 Race: Humanoid AV [Size: Medium Attributes: Fire Earth Wind Water Light] Fren carries the "Hero's Challenge Letter" and appears as the 100th opponent when using Yuri. The basic combat strategy is to use free-run to manage distance, bait out wide-opening spells and skills so they miss, then counterattack. When his HP drops, he will try to recover using "First Aid" or "Guardian Formation," so stop him with "Absolute Gale Blade." Also, Fren uses light-attribute magic. It's easy if you absorb it with "The Red Mantle."

14'04"01
99/100

Fren's secret art is also a light-attribute attack. If you equip "The Red Mantle," you can nullify it.

Yuri (Arena) → P423

HP 82000 Race: Humanoid ADV Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark Yuri appears as the 100th appearance when using Flynn. Yuri has high attack power and aims for powerful combos, so recklessly engaging in close combat is dangerous. Keep your distance with freelancing movement and fight using hit-and-away tactics centered on the projectile "Crimson Lotus Blade" (Gurenken). Another recommended tactic is to activate Overlimit and repeatedly unleash "Demon Emperor Blade" (Maokūjin). Conversely, if Yuri activates Overlimit, your best option is to retreat. He may use Burst Arts and Mystic Artes, so be sure to fully restore your HP and TP in preparation.

Food
14'12"58
98/100
30006 Damage!
5 Hits

The "Maokajin" from Over Limit allows you to attack one-sidedly until the OVL gauge is depleted.

The Man Who Runs Through Time → P427

HP 96000 Race: Humanoid AV Size: Medium Attributes: Fire Earth Wind Water Light The man who runs through time repeatedly unleashes powerful magic. If he triggers an Overlimits, it becomes difficult to stop the enemy's casting, so fight with Magic Guard in mind. It is also important to nullify magic with accessories. In particular, when a blue spell pattern appears, it signals a wide-area attack like "Tidal Wave," so immediately equip "The Blue Mantle" to absorb it. If you get hit by sealing-effect "Daos Laser" or weakening-effect "Daos Colader," recover with a "Panacea Bottle."

28'34"86
149/200
336 Damage!
2Hits

If you have "The Blue Mantle" equipped, then "Teto "Even if hit by 'Rasperu', it can still counterattack."

"The Sorrowful Queen of Darkness" → P427

"HP 89,000 Race: Humanoid AV [Size: Medium Attributes: Fire Earth Wind Water Light Dark] The Sorrowful Queen of Darkness attacks from long range using projectiles that induce stun and inflict mental corruption effects. If status abnormalities occur, you become overwhelmingly disadvantaged, so you should equip the 'Krona Symbol' accessory before challenging her. She also casts magic, but all spells except 'Thunder Blade' can be absorbed by switching between the 'The Red Mantle' and 'The Blue Mantle'. Her Mystic Arte can also be absorbed with the 'The Blue Mantle', so equip it immediately when she activates Over Limit."

"25'47-93
168 200"

"The enemy will launch surprise attacks. Focus on guarding rather than free-run when fighting."

"Warrior Who Rebelled Against the Heavens (2) → p427

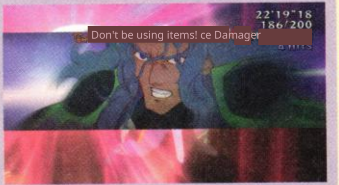
HP 122,000 Race: Humanoid ADV [Size: Medium Attributes: Fire Earth Wind Water Light Dark] The attacks of the Warrior Who Rebelled Against the Heavens tend to cause stun and paralysis. It is good to equip the accessory 'Krona Symbol' to prevent this in advance. The enemy strings together powerful techniques, so it is dangerous to strike immediately just because you blocked. Wait until the combo is interrupted, then counterattack. Also, when the enemy's HP drops, they will try to recover using 'Guardian Circle' or 'First Aid'. Long battles become troublesome, so aggressively attack to interrupt their recovery."

19'14"86
199/200

Since this is the final enemy, don't hesitate to use powerful items like the "Hourglass."

"The Slayer of Heroes" → P427

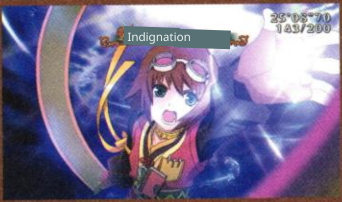
"HP 118,000" Race: Humanoid AV Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark When the One Who Slayed Heroes uses an item, they immediately unleash an Unison Attack. Items can be used while the enemy is down, but rely primarily on arts/skills for recovery. Of the One Who Slayed Heroes' attacks, "Throw" and "Man's Overhand" cannot be guarded against. The basic tactic is to use freerun to bait a whiff and then counterattack. However, the stun-inducing "Spin" is difficult to avoid with freerun, so equipping a "Claw Symbol" as a precaution is recommended.



He also uses his Unison Attack against "Spectacles." Record it when you have sufficient HP.

Learn Rita's Unison Attack

The Man Who Travels Time appearing in Rank (S). If you meet certain conditions when fighting this enemy using Rita, you can learn the Unison Attack "Indignation." First, set Rita's skill to "Special" and reduce the Time-Traveling Man's HP to half or below. Then, by unleashing "Thunder Blade" from Overlimit Lv4, the Unison Attack "Indignation" will trigger and be learned. However, you must have used "Thunder Blade" at least 200 times beforehand.



The second Unison Attack, "Indignation." It deals Fire and Wind attribute damage simultaneously.

● The Team Tournament

Location	Arena City Nodepolica (P216)
Period	No.133 What Was Left to Humanity~
Acquisit	See prizes

No.133 onward: After clearing "The Endless Slash" (→P351) and the The 30-Man Slash (D), this event occurs when you speak to the receptionist standing to the left of the arena's reception desk. You can participate in a tournament where teams face off against each other.

Greetings
A new tournament, The Team Tournament
Please try not fighting

You can register by speaking to the woman on the left side of the reception. Talking to the man at the door in the back will start the match.

- The Rules of the Team Battle

The rules of "The Team Battle" are as follows. The tournament has three ranks—Apprentice, Valiant, and Merciless—and the number of matches, entry fees, and participation conditions vary by rank. You must win all matches within the time limit to clear. Unlike "The Endless Slash," you may bring items and can pick up items dropped by enemies. Note that the difficulty from Valiant onward is very high, so be well prepared before attempting it.

- ●Defeat enemy groups one after another with a four-person battle party
- ●The higher the rank, the more enemy groups will appear
- ● Equipment can be changed during battle
- ●You lose if your party is wiped out or the time limit elapses

• Match Format

Rank (Number of Matches)	Entry Fee	Time Limit
The Team Battle Apprentice (3 matches total)	3000 Gald	10 minutes
Participation requirements	Clear "No.133 What Was Left to Mankind" onward and then clear "The Thirty-Slayer"	

Rank (Number of Battles)	Entry Fee	Time Limit
The Team Battle "Yūsō" (All 5 Matches)	5000 Gald	20 minutes
Participation requirements	Clear "The Group Battle: Guide", possess "Demon Hunter's Challenge" and "Demon Hunter's Challenge 2"	

Rank (Number of battles)	Entry Fee	Time Limit
The Group Battle: Merciless (All 7 fights)	10,000 gald	30 minutes
Participation requirement:	Clear "The Group Battle: Valiant" and possess "Challenger of the Strong"	

• Prizes for the Team Tournament

Clearing the tournament grants prize money by rank, and additional prizes can be obtained by meeting the following prize acquisition conditions. Valiant Schwann and Dokkan King appear only if Raven and Karol, respectively, are removed from the combat party. To defeat all members of Ruthless Riri's Star Another, you must clear Ruthless at least twice.

• Prize money and prizes by rank

Rank	Precious Metal	Prize Acquisition Condition	Prizes
Initiation	15000	—	—
Gallant	30,000	First Defeat of Schwann	Attachment "Knight Captain's Ceremonial Helmet"
		First Defeat of Dokkan King	Attachment "Rampaging Little Big Kid"
			Karol — Title "Little Knight"
Relentless	50,000	First Clear	Valuable Item "Limits Octet"
		Rigid Star (Another) First Defeat of All 9 C	Attachment "Blush"

• Preparation for battle

In "The Team Battle," you face teams of powerful foes in consecutive matches, so pre-battle preparation is crucial. Of course, stock up heavily on restorative items like "Limits Bottle" and "Treat," and—referencing the following—synthesize as many "Hourglasses" as possible. Many enemies cause status ailments, so equip everyone with "Amulets" or "Corona Symbols." Also include characters in your battle party who can restore allies with artes or techniques before entering the tournament.

16'45"23
Gekkaten-s Moonlight Heaven

Can freeze movement for several seconds regardless of enemy type
"Hourglass" is extremely useful in battle.

- Synthesis materials for the Hourglass

Materials	Dropping monsters: Main spawn locations (Weather)
Songstone	Gentle Singer: Srion Islet Chain - South (Snow)
Blue Starst	Superstar B: Shaikos Ruins (Night)

• The Group Battle Boss Strategy

• VS Star Team

Guide Breakthrough Valiant Merciless

Superstar R (Group Battle) → P442

HP 29800 Race: Demon Beast-type> Size: Small Attributes: Fire, Earth, Wind, Water, Light, Dark Superstar B (Group Battle) → P442 HP 29800 Demon Beast-type 種族 > Size: Small Attributes: Fire, Earth, Wind, Water, Light, Dark Superstar G (Group Battle) → P442 HP 29800 Demon Beast-type> Size: S 種族 mall Attributes: Fire, Earth, Wind, Water, Light, Dark Superstar (Group Battle) → P442 HP 29800 Race: Demon Beast-type> Size: Small Attributes: Fire, Earth, Wind, Water, Light, Dark Superstar D (Group Battle) → P443 HP 29800 Demon Beast-type> Size: Small Attributes: Fire, Earth, Wind, Water, Light, Dark Superstar S (Group Battle) → P443 HP 29800 Demon Beast-type> Size: Small Attributes: Fire, Earth, Wind, Water, Light, Dark All of these enemies are fast. They repeatedly use "Tidal Wave," which can hit the entire battle area, so keep them pinned with repeated attacks while defeating them. Superstar B is hard to affect, but if you hit repeatedly you can take it down with a Green Fatal Strike.

は

• VS The Epitome of Gentility

Guide Breakthrough Valiant Merciless

Gentle Replica (Group Battle) → P441

HP 43200 Race: Demon Beast-type>

Size: Large Attributes: Fire, Earth, Wind, Water, Light, Dark

Gentle Singer (Group Battle) → P441

HP 43200 Race: Demon Beast-type

Size: Large Attributes: Fire, Earth, Wind, Water, Light, Dark

Gentle Desno (Group Battle) → P442

HP 43200 Race: Demon Beast-type>

Size: Large Attributes: Fire, Earth, Wind, Water, Light, Dark

Gentle Golem (Group Battle) → P455

HP 47500 Race: Inorganic-type

Size: Large Attributes: Fire, Earth, Wind, Water, Light, Dark Except for the Gentle Golem, the others are Demon Beast-type, so aim for Green Fatal Strikes. The enemy to watch out for is Gentle Singer. If an ally is put into the Charm status by its "Lullaby," immediately cure them with an item.

• VS The Three of Dawn

Tutorial Valiant Ruthless

Elunger (Group Battle) → P414

HP 52400 Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water

Juggem (Group Battle) → P415

HP: 57,500; Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Garden

Joan (Group Battle) → P416

HP: 6_,500; Race: Humanoid AV Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Garden Besides all three having high HP, there are no particular distinguishing features. Be careful to prevent allies from being surrounded and receiving concentrated attacks. Rita's "Tidal Wave" to stop enemies' movement and then defeat them individually is the optimal tactic.

• VS Knight Corps Schvahn Unit

Guide Breakthrough Valiant Merciless

Adecourt (Group Battle) → P426

HP 120000 Race: Humanoid AV

[Size: Medium Attributes: Fire Earth Wind Water Light

Bokkosu (Group Battle) → P426

HP 128000 Race: Humanoid ADV

Size: Medium Attributes: Fire Earth Wind Water Light Dark

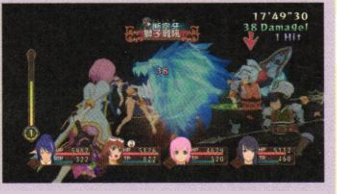
LeBlanc (Group Battle) →

HP 184000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

Schvahn (Group Battle) →

HP 205000 Race: Humanoid AV [Size: Medium Attributes: Fire Earth Wind Water Light ??? First priority is to reduce the number of enemies. Take out LeBlanc, who uses recovery items like "Treat" and "Life Bottle," first. Except for Schvahn, other enemies do not evade downed states, so lure them to the edge of the battle area and keep landing combos to defeat them quickly. Schvahn will unleash an ultimate technique. Do not approach when Overlimits are activated.



LeBlanc's "Lion's War Cry" reflects our attacks. Keep enemies from using skills by keeping them airborne.

- VS Magic-Hunting Sword

Hand-to-hand, brave, merciless

Demon-hunter Clint (group battle) → P422

HP 212,104 Race: Humanoid ADV

Size: Medium Attributes: Fire Earth Wind Water Light Dark

Tison the Demon Hunter (Group Battle) -> P422

HP 174,510 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Dark

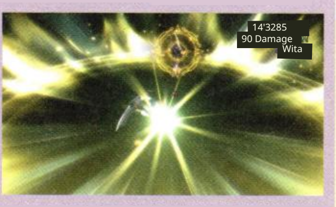
Nan the Demon Hunter (Group Battle) → P423

HP 165,000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

Dokkan King → P424

HP 98,000 Race: Humanoid ADV Size: Medium Attributes: Fire Earth Wind Water Light Dark Clint, who uses Fatal Strike and Mystic Artes, is the toughest foe, but for now defeat Nan first, who uses "Raise Dead" to revive fallen enemies. Clint's Mystic Arte can cause the entire party to be incapacitated. As a precaution, equip "Reverse Doll" or cast "Revive." Beware of the Dokkan King that appears when Karol is not in the battle party; he heals allies, so defeat him quickly.



When Clint's ally triggers an artes, he uses his Mystic Arte. Make sure everyone is set to auto-revive.

• VS Dream Team Walkthrough

Valiant Ruthless

Rebel of the Heavens Warrior (G → P427

HP 315,000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Garden

Slayer of Heroes (Group Battle) → P427

HP 240000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Dark

Man Who Runs Through Time (Group Battle) → P427 HP 215,000 Race: Humanoid AV Size: Medium Attributes: Fire Earth Wind Water Light Dark

Sorrowful Queen of Darkness (Group Battle) → P427 HP 195,000 Race: Humanoid ADV Size: Medium Attributes: Fire Earth Wind Water Light Dark

If the enemy uses items they will unleash a Mystic Arte, so prioritizing the defeat of the Hero-Slayer is critical. To prevent allies from using items on their own, set the battle strategy "Items" to "Do Not Use." If you must have someone use an item, use a high-defense character like Preston (Fresn) or give it to Rapido, who becomes invincible after using "Gale Hound." Note that the enemy team will employ attacks that cause sealing or paralysis; prevent these status effects with appropriate accessories.

Beached
25'38"03
1 Damage!
1 Hit
Apple Gummi
Life Bottle]

Priority is defeating the one who slew the hero. Activate Overlimit Lv4 and take them down at once.

Item obtainable by clearing "Merciless"

In the group battle "Merciless," clearing it grants the rare item "Limits Octet," which lets you stock up to eight OVL gauges. It's useful for defeating the boss Spiral Draco on the deepest layer of the Grave of the Mirror (→P395), so be sure to obtain it. Also, if you defeat all versions of the Another of Riri's Morning Star, you receive the valuable item "Blush" as a reward. "Blush" is the only attachment that can change a character's facial expression.

リタ
Hee hee~
Now, are you crying in your cell right about

Carrying items into a second playthrough and keeping "Blush" equipped while enjoying the events can be entertaining as well.

- VS Rinrin's Morning Star Another Tutorial Brave Measure Ruthless

Yuri (Group Battle) →P423

HP 175000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Space

Estellise (Group Battle) →P424

HP 210000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Space

Karol (Group Battle) <- P424

HP 200000 Race: Humanoid ADV

Size: Medium Attributes: Fire Earth Wind Water Light Space

Rita (Group Battle) →P424

HP 150000 Race: Humanoid ADV

Size: Medium Attributes: Fire Earth Wind Water Light Space

Raven (Group Battle) 424

HP 160000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Space

Judith (Group Battle) <- P424

HP 165000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

Rapedo (Lapid) (Group Battle) •P433

HP 140000 Race: Beast

Size: Medium Attributes: Fire Earth Wind Water Light Space

Repede (Group Battle)

→ P425

HP 175000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Space

Patty (Group Battle) →P425

HP 145000 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Space

The five characters who are not in the combat party appear as the enemy team. If you face Estellise the healer and Rita who uses powerful magic at the same time, they become uncontrollable, so form your combat party with that in mind. In battle, the iron rule is to eliminate characters with healing abilities first. In particular, Estellise's Mystic Arte has high power and can wipe out the whole party at once, posing a danger. Equipping "Reverse Doll" is essential.

25:33:38

So damn right you're not gonna die! Ready, fight!

Difficulty varies greatly depending on the combat members. Include at least one healer in the party.

- Alternate character-specific strategy for Riri's Morning Star

VS Yuri

Yuri's chained attacks can be avoided by backstepping from a guard. "Guardian Formation" restores little HP, so it's okay to leave him for later.

VS Esterise

The enemy you should prioritize defeating. It's ideal to stop her movement with "Hourglass" and finish her off at once. Her Mystic Arte can be absorbed by equipping "The Red Mantle."

VS Rapido

He moves quickly and is constantly on the move, making him hard to pin down. He has no means of healing, so defeat the other enemies first and then take him out.

VS Karol

He heals with "Kasshin Cure Stamp," so focus fire to defeat him quickly. If Karol activates Over Limit, fully restore your allies' HP.

VS Rita

Repeatedly unleashes powerful magic; its Mystic Arte that damages all allies is also strong. Use Overlimits and the "Hourglass" to defeat it in one go.

VS Raven

The charm-effect "Vanjilost" should be prevented with accessories. It uses "Love's Needle" to restore HP, so defeat it before the fight drags on. VS Judith

From the air, it launches powerful combo attacks that are hard to reach. However, it lacks healing methods, so it can be left for later.

VS Flynn

Uses single-target healing skills like "Cure" and "Guardian Array." When it begins casting "Cure," immediately attack to interrupt it.

VS Patty

Its "Critical Moment" causes random effects on allies and enemies alike. You can ignore it, but because its HP is low, you may want to defeat it first.

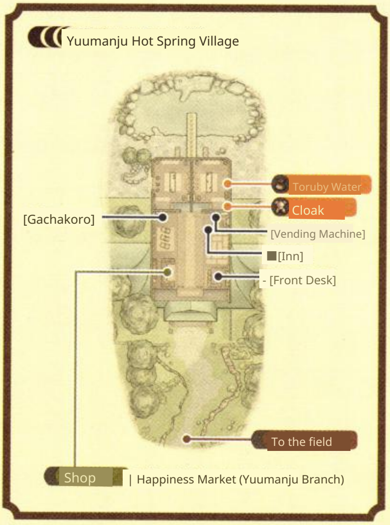
Yumanju

Location: Yuumanju Hot Spring Village

Period No.126 Crushed Ambition~

Acquisition

If you have all party members by No. 126 and visit a facility in the forest north of the Yulzorea Continent, you can go to Yuumanju. Yuumanju is a hot spring resort carved out of the forest. Various sub-events take place around the open-air baths here. Although Yuumanju is not directly related to game completion, it has a shop that carries every tool and ingredient sold across the regions, so it's useful for resupplying items. There are also facilities such as a Gachakoro that grants items and vending machines.



Shop Data

Happiness Market (Yuumanju Branch)

Category	Product Name	Price
Item	Apple Gummi	100
	Orange Gummy	250
	Mix Gummy	1000
	Lemon Gummi	1000
	Vine Gummy	1500
	Kujigumi	10
	Miracle Gummi	3000
	Poison Bottle	150
	Paralyze Bottle	150
	Stone Bottle	150
	Seal Bottle	150
	Weak Bottle	150
	Mind Bottle	150
	Cure Bottle	500
	Dyne Bottle	500

Category	Item Name	Price
Item	Panacea Bottle	1000
	Life Bottle	500
	Holy Bottle	300
	Dark Bottle	300
	Spectacles	10
	Straw mat (goza)	100
	Simple Tent	250
	Tent	500
	Barrier	1000
Ingredients	Beef	100
	Chicken	80
	Pork	80
	Tuna	80
	Mackerel	40
	Scallop	60

Category	Item Name	Price
Ingredient	Salmon	40
	Squid	40
	Shrimp	40
	cabbage	50
	Lettuce	50
	Cucumber	40
	Carrot	40
	Onion	30
	Daikon (Japanese radish)	40
	Shiitake (shiitake mushroom)	50
	Tomato	40
	Potato	30
	Chinese cabbage (hakusai)	40
	Peach	40
	Apple	40

Category	Item Name	Price
Ingredient	Kiwi	40
	Strawberry	20
	Banana	20
	Orange	20
	Rice	80
	Ban	80
	Mochimochin Flour	50
	Egg	20
	Milk	20
	Tofu	20
	Complete	20
	Nori	30
	Miso	150

Items obtainable from Gachacoro and vending machines

- Gachacoro items (500 gald per play)

Items	Probability
Kujigumi	6.67%
Spectacles	
Straw mat (goza)	
Apple Gummi	5.56%
Orange Gummy	
Simple Tent	
Rice	
Bread	
Mochimocchin Powder	
Hard Hide	

Items	Probability
Donguri Met	5.56%
Yuruzo Crystal	
(C) Statue of B	
(C) Statue of H	4.17%
Lemon Gummi	3.89%
Shiv's Mantle	
Fine Boots	
Talisman	
Vine Gummy	3.33%
(C) Statue of J	1.39%

※ (C) Statue of B, (C) Statue of H, (C) Statue of J are "Hobby Toys (1)" (P326) Appears after the start. A statue once obtained will not reappear.

- Vending machine items (120 gald per use)

Items	Probability
Poison Bottle	9.77%
Baralai Bottle	
Stone Bottle	
Seal Bottle	
Weak Bottle	
Mind Bottle	
Life Bottle	6.84%
Cure Bottle	
Dinei Bottle	
Holy Bottle	
Dark Bottle	

Items	Probability
Panacea Bottle	1.95%
Liqueur Bottle	
Cocktail Bottle	
Specific	0.68%
Treat	

● Open-Air Bath Nice (1)

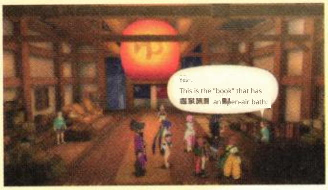
Location: Yumangu Hot Spring Village

Period No.126 Crushed Ambition~

Acquisition

Talking to the woman at the front desk of Yumangu will trigger a conversation, which leads into a series of events titled "Open-Air Bath Nice." The party applies to use the open-air bath but is refused due to cleaning.

Yumanju is located in the northern part of the Yulzorea Continent. A series of linked events occurs here.


Yes~.
This is the "book" that has an open-air bath.

The woman at the front desk is located immediately to the right of the entrance. The person deeper inside the inn is unrelated to the event.

● Open-air bath is nice (2)

Location: Yuumanju Hot Spring Village

Period No.126 Crushed Ambition~

Acquisition One

After completing "Open-air bath is nice (1)" and spending a night at some inn, speak to the front desk at Youmanju to trigger this. If you pay the front desk the 300,000 gald bathing fee, you can enter the open-air bath. Here you can see an episode where, conscious of the men, the women couldn't take a leisurely bath...

Woman't afford to be careless!

Having heard from Karol that he can peek at the women's bath, Raven, revealing his full old-man side, heads for the open-air bath.

● Open-Air Bath Nice (3)

Location: Yumangu Hot Spring Village

Period No.133 What Was Left to Humanity~

Acquisition

After completing "Open-Air Bath, Nice (2)" and then staying at an inn somewhere, speak to the manager of Yumanju to trigger it. If you pay the 600,000 gald bathing fee, Estelle and the others will enter the women's bath. When the timing is right, Raven, with Karol in tow, peeks into the women's bath....

...wait
It really does feel good, giving you that kind of mood.

In the women's bath, the female members enjoy bathing while chatting amicably. Raven's wicked hand then approaches there.

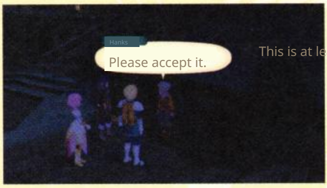
● Tastes' Toy (2)

Location Yugenkyo Yumanju

Period No.147 Friend in Peril ~

Acquired attachment "Tiara", Yuri – title "Guardian of Memories", and others

After completing the two requests "Toy of Preference (1) (p.326)" and "The Casino Is a Good Place (p.368)," talk to the man in front of the changing room at Youmanju and you will be asked to collect the statues listed below. The "(C)L statue" is obtained from Hanks in the lower town of Zaphias; the rest can be obtained from gachacoros in Youmanju and Nam Islet (→p.367). Once you have collected them all, speak with the requester.



Please accept it.
This is at least a token of my gratitude.

Hanks, who holds the (C)L statue, stands to the right of the Aqueduct Magitechnic in the lower town of Zaphias.

・Items obtainable

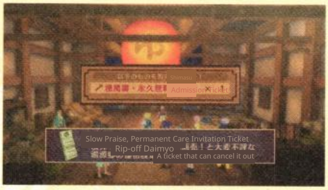
Valuables “(C) B Statue”	Valuables “(C) H Statue”
Valuables “(C) Statue”	Valuables “(C) J Statue”
Valuables “(C) L Statue”	Valuables “(C) M Statue”
Valuables “(C) N Statue”	Valuables “(C) P Statue”
Valuables “(C) R Statue”	Valuables “(C) S Statue”

● Open-air bath is nice (4)

Location: Yuumanju Hot Spring Village

Period No.151 To the Ancient Tower~

Obtainable: Valuable "Yuumanshu Permanent Free Invitation Ticket" See title below After completing "Open-air bath is nice (3)", stay one night at any inn and then speak to the front desk to be asked to help Yuumanju. After speaking to every companion at Yuumanju, speak to the front desk to receive the reward.



Slow Praise, Permanent Care Invitation Ticket
Rip-off Daimyo
A ticket that can cancel it out

In addition to receiving titles for everyone, the expensive outdoor bath fee will be free from then on.

- Acquired Titles

Character	Title
Yuri	Tank Topper
Estelle	Enchanting Esthetician
Lapid	Forest Rabi-Matsu
Karol	Toweler
Rita	After Bath
Raven	Foreman Old Man
Judith	Reception Desk Girl
Flynn	Prince Hansode
Patty	Festival-Loving Second Generation

● A Good Boss

Place: Yumengou Yumanju

Period: No.151 To the Ancient Tower~

Obtain Attachment "Spike Armor"

After completing "Open-Air Bath Is Nice (4)," if you stay two nights at an inn somewhere and then enter Yumangu (Yumangju), Flynn will invite Sodia and Witchil to Yumangu. After this, talk to Witchil and go in and out of the manor to advance the story.

フレン
It's a crime

When you go outside the manor, you can see Raven acting suspiciously. An episode where Flynn reproaches him can be seen.

● Hot spring part-time job again (1)

Location: Yuumanju Hot Spring Village

Period No.151 To the Ancient Tower~

Acquisition Judith — Title: "Gorgeous Maiden"

After completing "Good Boss", stay one night at any inn and then speak to the front desk to trigger a conversation event. Judith's reputation from previously helping Yuumanju is good, and she is asked if she will help once more.

Siestelle
That kind of thoughtful consideration
Being able to do it naturally is one of Judith's amazing qualities, isn't it?

She starts selling souvenirs in a sexy outfit. Everyone is impressed by Judith's attentive little gestures.

● Hot Spring Part-Time Job Again (2)

Location: Yuumanju Hot Spring Village

Period No.151 To the Ancient Tower~

Obtainable: Karol Title: "Black Tights"

After completing "Hot Spring Part-Time Job Again (1)," spend a night at some inn and then speak to the front desk to trigger a conversation event. Because of Raven's single remark, Karol ends up having to help clean the open-air bath alone.

ジュディス
I'm looking forward to it

The great leader Master Karol is forced to clean the open-air bath wearing only black tights.

● After all, open-air baths are nice

Location: Hot Spring Village Yumangu

Period: No.154 From the Guild of Hope~

Acquisition —

Occurs when you talk to the front desk with all party members equipping the title obtained in "Open-Air Bath Is Nice (4)." As the finale of the series of events related to the open-air bath, the entire party gathers to enjoy the open-air bath.

Nam Islet

Location: Nam Islet of Pleasure Preferences

Period No.147 Friend in Peril ~

Obtainable valuable item: "Nam Islet Admission Ticket"

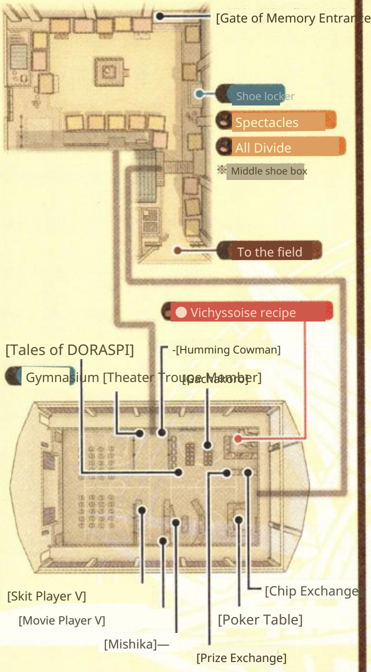
From No.147 onward, you will be able to enter Nam Islet, located northwest of Telka Lumirese. There are various attractions here, including mini-games like "Gachacoro" and "Poker," as well as corners where you can view movies and skits. To enjoy some of the attractions, you need to purchase chips from the chip exchange attendant. Chips can be bought at 300 gald or 10 GRADE per chip. Chips won in mini-games can be exchanged at the prize exchange for the items listed below.

- Prizes exchangeable for chips

Item name	Chip
Miracle Gummi	300
Barrier	800
Specific	3000
Treat	3000
Limits Bottle	5000
Special Gummi	10000
Gourd (Liquor)	10000
Cherry Blossom Branch	20000
Straw Hat	30000
Triangle Hat	40000

Item name	Chip
Holy Avenger +1	50000
Chef's Hat	50000
Sakura Hair Ornament	60000
Harold's Mask	70000
Mask	80000
Miracle Bangle	100000
Risky Ring	150000
Final Symbol	250000
Dog Ears	300000

(Nam Islet of Pleasure Preferences



※ [Skit Player V] lets you watch skits, and [Movie Player V] lets you watch movies. Also, if you talk to [Humming Cow Nin] you can listen to the BGM

Items obtainable from Gachacoro

- Mighty K Series
Play fee: 10 chips

Items	Probability
(C) S Statue	9.02%
Mackerel	7.52%
Scallop	
Salmon	
Nori	
Squid	
Shrimp	
10 Gald	
50 Gald	
Beef	5.26%
Chicken	
Pork	
Rice	3.76%
Miso	

- T Grants Series
Play fee: 50 chips

Item	Probability
Peach ×2	8.59%
Milk ×2	
(C) Statue	6.87%
Lemon Gummy	5.72%
Pine Gummi	
Mix Gummy	
Barrier	
down fluff	
Rose Flower	
Flying Rabbit Feather	
Diamond	
Chiigle Fur	
Rabbit fur	
1000 Gald	
35 chips	
(C) N's Statue	4.41%
Cat Headband	2.86%

- G Sage Series
Play fee: 100 chips

Items	Probability
Banashi-a Bottle ×2	15.83%
Cocktail Bottle ×2	
(C) Statue of P	13.93%
Liqueur Bottle ×2	12.67%
Specific	6.33%
Treat	
Miracle Gummi	
30000 gald	
200 chips	
(C) Statue of R	6.27%
Red Star Stone	0.63%
Clear Star Stone	
Green Star Stone	
Orange Star Stone	
Chen Star Stone	
Light Star Stone	

- L Magnus Series
Play fee: 500 chips

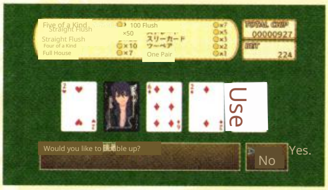
Items	Probability
Carrot ×5	14.53%
Onion ×5	
Shiitake ×5	
Spectacles	
1 Gald	
1000 chips	
(C) Statue of M	2.91%
Special Gummy ×3	1.45%
Sage	
Reverse Doll	
Maid Outfit 1000 gald	
150000 gald	
10000 chips	
Savory	0.73%
Red Sage	0.29%
Red Savory	0.15%

※The statue appears after starting "Toy of Preference (1) (P326)". A statue once obtained will not reappear.
The L Magnus series "Maid Outfit" is taken during an event, but you will receive 1000 gald.

●Poker

Location Paradise of Preferences Nam Island (→P367)
Period No.147 Friend in Peril ~
Acquisiti —

If you talk to the poker table dealer you can bet up to 100 chips to play a poker game. You are initially dealt five cards as your hand, and you may exchange them once. If you make any of the hands listed below, you win. When you win, the chips you bet are paid back according to the hand's multiplier, and if you make Two Pair or better you can attempt a double-up that doubles the payout.



Would you like to double up?

In Double Up, your chips double each time you correctly guess "HIGH" or "LOW." If you fail, they become zero.

- List of poker hands and multipliers

Hand	Conditions	Multiplier
Five of a Kind	Match four cards of the same rank plus a Joker	100
R Straight Flush	Match 10, J, Q, K, A of the same suit	50
Straight Flush	Form a straight of the same suit	20
Four of a Kind	Match four cards of the same rank	10
Full House	Three of a kind + One pair	7
Flash	Collect five cards of the same suit	7
Straight	Collect five consecutive cards	5
Three of a Kind	Collect three cards of the same rank	3
Two Pair	Make two one-pair hands	2
One Pair	Collect two cards of the same rank	1

● The Casino Is a Good Place

Location 晴好の Rakutenchi Nam Islet (P367)
Period No.147 Friend in Peril ~
Acquisit Judith — Title: "Poker Face"

After talking to the Cow-Person at the Chip Exchange on Nam Islet, the Cow-Person at the poker table, and the Gachacoro's Pit Demon, if the total number of chips exchanged for prizes exceeds 250,000, Judith receives the title "Poker Face." After this, if you move to the back of the shoe locker, you can see an event where Kaufman and the Cow-Person have a conversation.

●Gambling Life

Locatio 晴好の Rakutenchi Nam Islet (→P367)
Period No.147 Friend in Peril ~
Acquisit 15,000 or 20,000 Gald Judith — Title: "Legendary Gambler"

Talk to the person at the poker table, then reenter the gym to trigger the event. Play poker against the gambler who appears. Starting with 100 chips, you must increase them to 1,201 or more within 5 games to win. If you win you receive 20,000 Gald, and even if you lose you receive 15,000 Gald.

Judith's title "Legendary Gambler" can be obtained regardless of the outcome against the Guyn Gambler.

● Nose-humming Cow Person

Location 晴好の Rakutenchi Nam Islet (→P367)
Period No.147 Friend in Peril ~
Acquisition —

If you talk to the humming Ushinin standing on the north side of th

you can freely play any of the songs used in this work by selecting the

From the track list, you can select and freely play them.

This attraction can be enjoyed for free.

● Skit Player V

Location: 晴好の Rakutenchi Nam Islet (→P367)
Period No.147 Friend in Danger~
Acquisition —

Occurs when you talk to the Pit Demon in the center of the gym. If you answer "Watch" to the prompt "Do you want to watch the skit?", you can replay for free all skits you have viewed up to that point.

● Movie Player V

Locatio 晴好の Rakutendo Nam Islet (→P367)
Period No.147 Friend's Crisis~
Acquisition

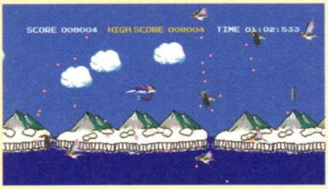
If you talk to the Cow-Person in the center of the gym, you can play back movies you have seen up to that point. Since they are free to watch, it's a good idea to play your favorite movies.

■ Tales of DraSpi

Location: Rakutendo Nam Islet of Preferences (→P367)

Period No.147 Friend in Peril ~

Obtain Accessory: "The Blue Mantle", Raven — Title: "Chonmage Gamer" If you talk to the Cow-Person near the Gachacoro, you can play a minigame in which you control your Baul to dodge enemies and enemy bullets. The first play is free, but subsequent plays cost 10 chips each. The game's score increases over time, and if you stop the Baul, the rate at which the score increases accelerates. Also, by remaining in front of the iron plate called a Vacula for about 3 seconds, you receive additional score increments of 1000, 2000, 3000 points, and so on. If you pay the play fee 30 times, you can obtain titles and accessories, and thereafter you can play for free.



This silver, spinning, iron-plate-like object is Bakkyura. It appears after progressing the game for a while.

▶Doctorate

Locatio Paradise of Preferences Nam Island (→P367)

Period No.147 Friend in Peril ~

Obtain Rita title "Dr. Mishica", see items below

If you talk to Mishika the Ushinin in the gym, you can take the Mishika Doctorate exam. First, obtain the five books listed below that are required to take the exam, then talk to Mishika to begin the test. Regardless of the exam result, you will receive the "Mishika Doctorate." Note that choosing the answers in the order 3→1→4→3→1 will result in all questions being correct and earn the trophy "Perfect Score on the Quiz."

- The book necessary to take the exam

Item name	Location obtained
The soil of the flower-blooming village — Haruru Chief's Mansion	
Reflections of the chief carri	Kapuwa Trim Happiness Market Headquarters
Design methods of the burg	Heliod Knight Order Headquarters
The legend sleeping in the sc	Mantyk Inn
Carrying a new hope on our	Ornion Knights Headquarters

● The Pit Demon Is Also a Connoisseur

Locatio "Pleasure Paradise Nam Islet (→P367)

Period No.147 Friend in Danger~"

Obtai Yuri title "Treasure Getter-Man"

"Toy of Preference (2)" (→ "P365) Completed"

Complete it and speak to the treasure-fishing Ari-Jigo kunin to trigger it. You are asked to collect treasure chests from around the world. Open 489 chests and reach a collection rate of 86% to receive the title.

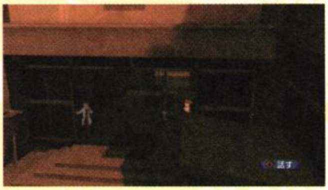
●I want to fight that guy again!

Location: Pleasure Paradise Nam Islet (P367)

Period: No.147 Friend in Danger~

Obtain —

Trigger it by speaking to the Memory Gate guardian in the courtyard. You can rematch bosses that were secret missions you fought up to that point. The first time is free, but subsequent rematches cost 300 chips. However, even if you win, you will not receive EXP, gald, or items.



Ushinin is in this spot in the shadow of the building. Conquer the unfinished secret missions.

Theater Lover

Locatio 嗜好の Rakutenchi Namu Islet (P367)

Period No.148 United Hearts～

Acquisi Main weapon "Hero's Sword", sub-weapon "Hero's Shield", see title below

Occurs when you talk to the "Show Time" members standing in front of the special stage of the gym. The party is asked by them to appear in a play. The plot is that the hero Estelle struggles to save the princess kidnapped by the demon king played by Yuri... A title is awarded upon completion.

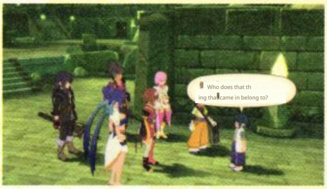
- Acquired Titles

Character	Title
Yuri	Improvised Demon King
Estelle	Actor Hero
Karol	The supporting extra who shines briefly
Rita	Mad Princess

● Baul Race (1)

Location Myorzoth, city of the Kritia tribe (P243)
Period No.135 Star-Eater, Awakening~
Acquisition Rewards: see below

After completing "Memories with Baul" (→P328), speak to the boy in Myorzoth to trigger this mini-game. A boy who doubts Baul's abilities insists you challenge him to a race; if you accept his offer, the Baul Race begins. The race has LEVELS 1–5, with difficulty increasing at higher levels. Also, clearing certain levels grants the rewards listed below. There is no particular penalty for failing, so keep trying and obtain all the rewards.



The boy is located just after descending the stairs immediately upon entering Mjolzo Town. Search using the position shown in the photo as a reference.

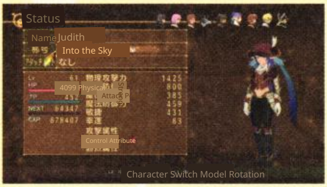
• Rewards by LEVEL

LEVEL 3	Valuables: "Krones' Dew"
LEVEL 5	Accessory: "The Red Mantle" Judith · Title: "Super Dragon Rider"

● Baul Race (2)

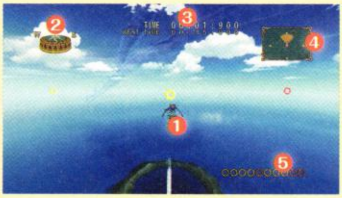
Location Myorzo, the city of the Kritia tribe (P243)
Period No.135 Star Eater, Awakening~
Acquisit Judith — Title: "Into the Sky"

Occurs when the cumulative FS chain exceeds 1000 and you clear "Baul Race (1)" LEVEL 5, then talk to the boy. However, after clearing "Baul Race (1)", you must stay at an inn once.



If you equip the title "Into the Sky" given by the boy, Judith's outfit will change.

● How to read the Baul Race screen



① The dragon controlled by the player (Baul) ②

A compass indicating east, west, south, and north. The red indicates north.

❸ Time display. The top shows the elapsed time since the start. The bottom shows the best time for that level.

4 Mini-map. Press the ● button to toggle between full map and zoomed-in display.

6 Number of points acquired

• About points

There are three red points on the field. Passing through one reduces the elapsed time by 1 second. If you pass through two consecutively it reduces by 2 seconds, and if three consecutively it reduces by

い

There are seven yellow points on the field

- Rules of the Baul Race

The Baul Race is played by controlling a flying Baul. Clear it by passing through all the red or yellow points located at 10 places on the field within the time limit. The race has levels up to LEVEL 5; by clearing from level 1 you can challenge the next level.

Start locations, time limits, and point placements vary by race.

・Race strategy

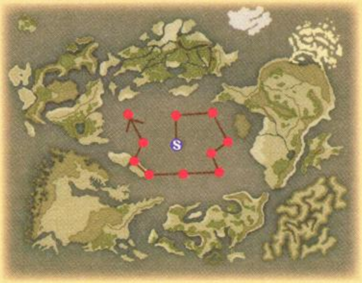
Know the locations of the points for each LEVEL and follow an efficient route—this is the key to clearing. Here we list the spawn locations of points for each LEVEL and the most efficient routes to follow, along with strategy tips. The types of points that appear are random, but there will always be three red points and seven yellow points.

●How to read the icons

Ⓢ Start point → Route

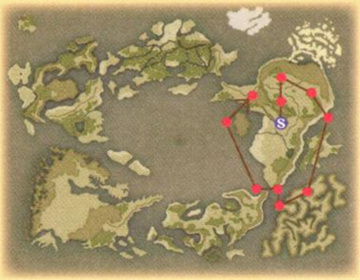
● Red or yellow points appear at random

● LEVEL1 Clear Time 0'35"00



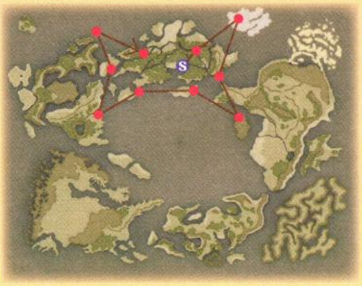
Start facing north. The travel distance is short, but the time limit is also small. When passing a point, proceed while turning Baul toward the next direction.

● LEVEL2 Clear time 0'45"00



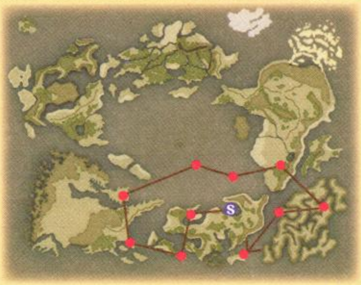
Start facing north. First go straight to pass two points, then make a sharp right turn with Baul to head for the next point.

● LEVEL3 Clear time 0'50"00



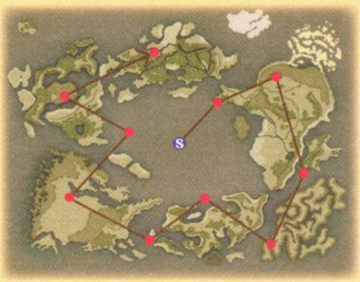
Face east at the start. After starting, point Baul westward and go straight northwest. Make sharp turns immediately upon passing the 2nd, 4th, 7th, and 9th points.

● LEVEL4 Clear time 1'00"00



Start with Baul facing southwest. Since there is a point on the west side of the starting location, pass the point while turning Baul to the right.

● LEVEL5 Clear time 1'20"00

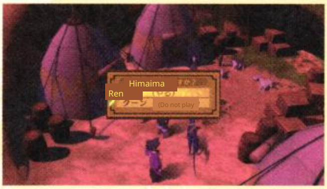


Start facing north. Losing your sense of direction causes considerable loss, so when passing each point, proceed while turning Baul to face the next point.

■Border Rapid

Location	Deidon Fortress (P158)
Period	No.133 What Humanity Left Behind〜
Obtain:	Rapid, Title "Delivery Dog on the Snow" and others

A mini-game that starts when you speak to Lewis at Deidon Fortress. You control Rapid to run across the snowy mountain and compete for the fastest time to the goal. If you finish Course 1 within 1 minute 10 seconds, you obtain Rapid's title, and thereafter by clearing each course while equipped with the attachments listed below, you can also obtain other characters' titles.

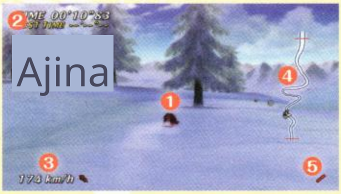


Lewis is at this location. If you answer "Yes" to his question, the screen will switch to the course view.

• Titles obtained through attachments

Attachment Course		Title
Rampaging Princess	1	Estelle "Holy Night Delivery Girl"
Rampaging Researcher	2	Rita "Wanwan Pajamaer"
Rampaging Old Man	3	Raven "A Gentleman's Conduct"
Rampaging Little One	4	Karol "Reindeer Deliverer on a Cold Night"
Berserk Lady	5	Judith "Invitation to a Glamorous Night"
Berserk Man	6	Yuri "Winter Night Courier"
Rampaging Pirate	7	Patty "The White One"
【Rampaging Knight	8	Fleen "A Gentleman's Refinement"

●How to Read the Border Rapid Screen



① Rapido controlled by the player

② Above: elapsed time; below: best time

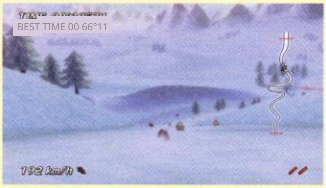
③ Rapido's movement speed

④ Course map

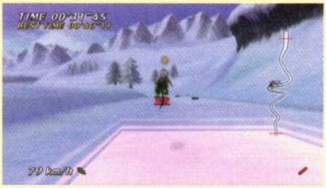
⑤ Number of snowboards in stock

• Border Rapid Rules

The objective is to reach the goal within the prescribed clear time for each course. Besides going off-course, Rapid will momentarily stop and you will lose time if you hit obstacles or enemies. There are also items placed on the course that help shorten your time, so make use of them.

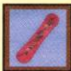


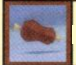
The key to攻略is to stay on a high-speed snowboard for as long as possible.

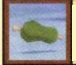


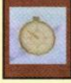
Jumping in a big-jump area lets you leap higher. Acquire the time-reduction item floating in the air.

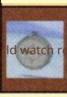
• Item Characteristics

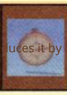












Snowboard: When touched, a Lapid mounts the snowboard and speeds up. It disappears if the Lapid collides with an enemy or obstacle, or dismounts. Up to three can be stocked. Tasty Meat: For about 10 seconds after touching it, a Lapid's top speed and acceleration become 1.1 times their normal values. It is an important item for shortening time.

About 10 seconds after touching the mysterious meat, Rapido's maximum speed and acceleration become 1.2 times their normal values. However, left-right controls are reversed, making it difficult to master. Time-reduction items: touching them reduces elapsed time. The gold watch reduces it by 5 seconds, the silver watch by 3 seconds, and the br

How to read the course map icons

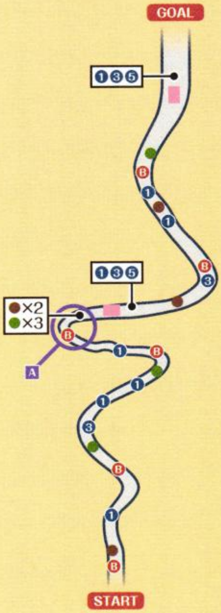
START Starting point	GOAL Goal point
B Snowboard	[Large jump area
● Delicious Meat	☐ Mysterious

136 Time-Reducing Items (from the left: -1 second, -3 seconds, -5 seconds)

"An area without walls. If you fall, you return to the previous location

Course 1 Clear Time 01'10"00 (*)

Appearance conditions Trigger the sub-event "Border Rapid"



This is a course with few obstacles. There are as many as six snowboards on the course; using them makes it possible to clear the course even with some mistakes. The time-saving point is the right-hand curve at A. Turn it without slowing while riding a snowboard, then speed up with the delicious meat. Immediately afterward, in the large jump area, try to collect the time-reducing items all at once.

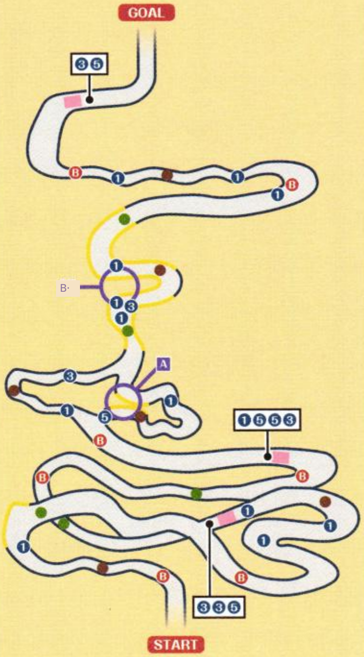
TIME 00'03"65
BEST TIME 02'39"30
110 km/h

First, obtain the snowboard and the delicious meat immediately after the start. You want to gain even a little extra time.

※・・・・・・Attachment “Rampaging Princess” when equipped: 01'00"00

Course 2 Clear Time 02'45"00

Appearance conditions Obtain the Rapid on Course 1 · Title "Messenger on the Snow
Obtain "Messeng



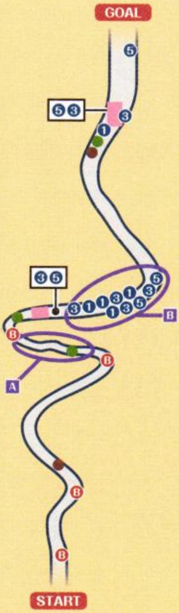
A long course with a series of sharp curves. There is no wall on the left side of A, so you can take a shortcut by dropping down the cliff. You can also shortcut at B by jumping while riding a snowboard, but if you don't have enough speed you'll go off course and be restarted from before the cliff. If you want to be safe, follow the course.

TIME 01'42"13
BEST TIME 03*90*00
112 km/h

The B shortcut requires good timing. Jump slightly before the edge of the cliff, not right before it.

Course 3 Clear Time 01'15"00

On Course 1, obtain Estelle — title "Holy Night Delivery Girl" appearance condition, or on Course 2 obtain Rita — title "Wan-Wan Pajama-er"

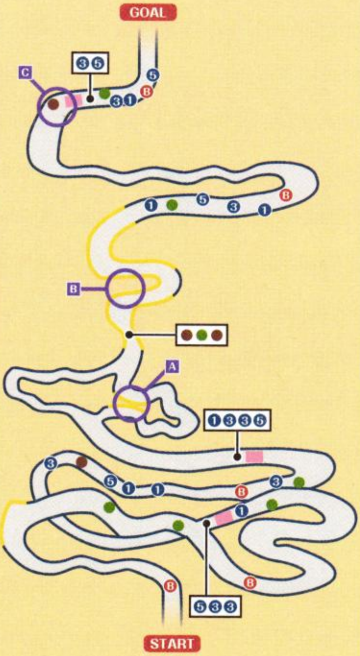


The course has the same layout as Course 1, but visibility is poor due to a blizzard. There are especially many obstacles, so it is safer to get off the snowboard and run. B has many time-decrease items lined up along both sides of the course. First run along the left side of the course, then change course to the right partway through to pick up as many time-decrease items as possible.

There are gold and silver clocks in the big jump area before the goal. If you succeed in the jump, you can reduce your time by 8 seconds.

Course 4 Clear Time 03'15"00

On Course 1, obtain Estelle — title "Holy Night Delivery Girl" appearance condition, or on Course 2 obtain Rita — title "Wan-Wan Pa

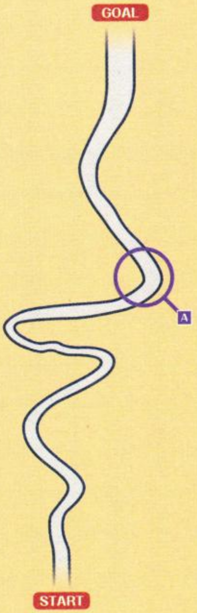


Visibility is poor because of the blizzard, but the layout is the same as Course 2. Use the same method as Course 2 to take a short cut from the cliff at A to reduce your time. Also, obtain the tasty meat at , then take the curve while accelerating. With enough speed, perform a big jump to collect two time-decrease items at once.

C After jumping at , proceed along the right side of the course and pick up the time-decrease items located on the outer side of the c

● Course 5 Clear Time 01'15"00

In Course 3, obtain Raven's title "Gentleman's Conduct" appearance condition, or 4 in the course obtain Karol's title "Reindeer Delivery on a Cold Night"



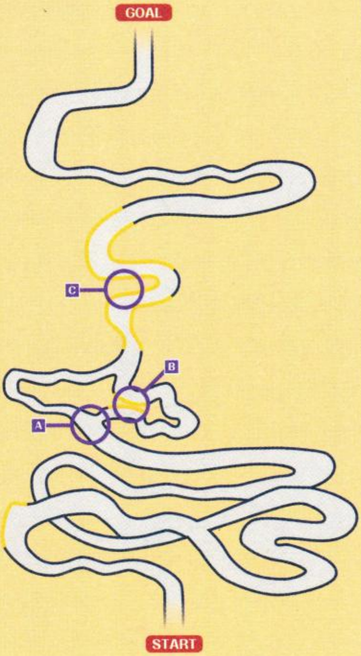
This course has no obstacles or items at all, and you start while possessing one snowboard. To reduce your time, choosing the line that runs the shortest distance while maintaining speed is more important than anything. For that reason you want to take the left curve at A without slowing. Pre-position the Rapide to the right, then change your course to the left in one swift move.

TIME 00'01"00
BEST TIME
73 km/h

Right after the start, run as is to accelerate to 70 km/h, and after reaching top speed, get onto the snowboard.

●Course 6 Clear Time 03'30"00

In Course 3, obtain Raven's title "Gentleman's Conduc" appearance condition, or in Course 4 obtain Karol's title "Reindeer Delivery on a Cold Night"



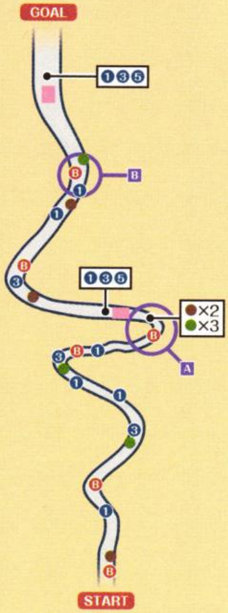
There are no enemies or obstacles, and you start while possessing one snowboard. If you aim to shorten your time, take the right branch at point A and shortcut the cliff at B ahead. Also, shortcut the cliff at C in the same way as in Course 2. However, if your only goal is to clear the course, simply running along the course without crashing is sufficient. TIME 00'11" AS

You only have the one snowboard you start with. If you go off-course, retry.

Course 7 Clear Time 01'00"00

Appeara

Obtain Judith — title "An Invitation to a Glamorous Night" on Course 5, or obtain Yuri — title "Winter Night Courier" on Course 6



Course 7 is a left-right mirror of Course 1. At A, while turning the left curve, grab the mysterious meat and, keeping up speed, perform a big jump. After landing, take the delicious meat and then revert the reversed controls. At B, proceed through the center of the course to obtain a time-decrease item and mysterious meat while heading toward the large jump area just before the goal.

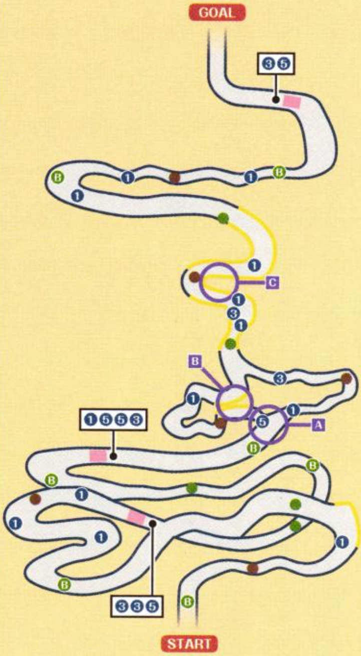
TIME 00'40"28
BEST TIME --'--"--
183 km/h

After turning at B, it's almost a straight line to the goal, so it's fine to pick up the mysterious meat.

Course 8 Clear Time 03'15"00

on Cond

Obtain Judith's title "Glamorous Night Acquisition: Invitation" in Course 5, or obtain Yuri's title "Winter Night Deliveryman" in Course 6



Course 8 is a left-right mirror of Course 2. First at A, pick up the time-reduction item and head left at the branching point. Then jump off the cliff on the right side of this lap to take a shortcut. Also, at , you can jump a little before the cliff to shortcut. Make sure to raise your speed to maximum so you don't go off course.

TIME 01'27"51
BEST TIME --'--"--
51 km/h

When shortcutting B, steer to the right in preparation for the curve ahead.

Flen's Trial

Location Port Town Kapwanol (P174)
Period No.151 To the Ancient Tower~
Obtain Fren's Main Weapon "Prayer Sword Ragquerion"

A dungeon exploration side event that is triggered by talking to Hisca in Kapwanor. By following the steps below and completing the event, you can obtain Fren's weapon "Prayer Sword Ragquerion".

ヒスカ
We're just looking for a little something

Hisca is a knight senior to Yuri and Fren. From her you can hear that the treasured sword has gone missing.

Acquiring the "Prayer Sword Raguquerion"

How to obtain the "Prayer Sword Ragquerion" The method is as follows. The Great Deep Hollow Zone, which is the stage for exploration, is a dungeon connected from four Aeru Krenes. Exiting the deepest part of each dungeon leads to the convergence point, the Great Deep Hollow Zone - Central Area. Steps 2–9 involve progressing from each Aeru Krene to the Great Deep Hollow Zone - Central Area and, upon examining the sword, defeating the appearing Sword Dancer. However, be careful about the order of exploration. If you do not explore in the order of Steps 2–9, the Sword Dancer will not appear. After proceeding up to Step 10, Hisca will appear again and you will receive Freon's main weapon.

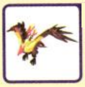
Procedure List

1	Talk to Hisca in Kapwanor
2	Proceed from Earcrene Dezelle into the Great Deep Hollow Zone
3	Defeat Sword Dancer (1) in the center of the Great Deep Hollow Zone
4	Proceed from Earcrene Irikia into the Great Deep Hollow Zone
5	Defeat Sword Dancer (2) in the center of the Great Deep Hollow Zone
6	Proceed from Earcrene Torbikia into the Great Deep Hollow Zone
7	Examine the sword in the center of the Great Deep Hollow Zone
8	Proceed from Earcrene Yulzorea into the Great Deep
9	Hollow Zone Defeat Sword Dancer (3) in the center o
10	f the Great Deep Hollow Zone An event occurs when you return to the entrance of Earcrene Yulzorea / Flynn's main weapon "Prayer Sword Ragquerion" obtained

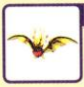
Enemies appearing in the Deep Cavern Zone

Many of the monsters that appear are resistant to Fire but weak to Water. Therefore, add Rita to the battle party and unleash the magic "Tidal Wave" to defeat them efficiently. As a countermeasure against Guts Cacatris, which uses petrification attacks, you will also want to have "Stone Check" prepared.

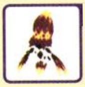
MONSTER DATA



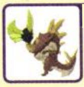
Flame Bird → P434
HP 37800
Race Bird-type
Size: Medium
Elemen Fire Earth Wind Water Light



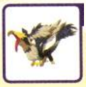
Flame Bat → P436
HP 16225
Race: Bird-type
[Size: Small
Element Fire Earth Wind Water Light Dark



Flame Spirits → P440
HP 11800
種族 Magical Beast Type
Size: Medium
Attributes: Fire, Earth, Wind, Water, Light, Ope



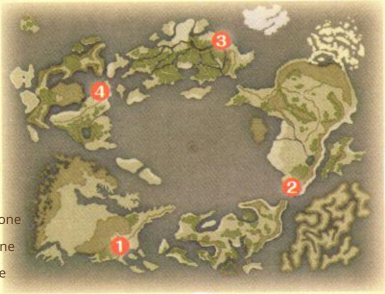
Strong Lizard - p.459 H 8,600 Race:
Type
Size: Medium Attributes: Fire, Earth, Wind,



Light, Map Guts Cocat .460 Race: S
HP 27,400 Size: cale Type
Medium Attr utes: Fire, Earth, Country, Water, Light, Garden

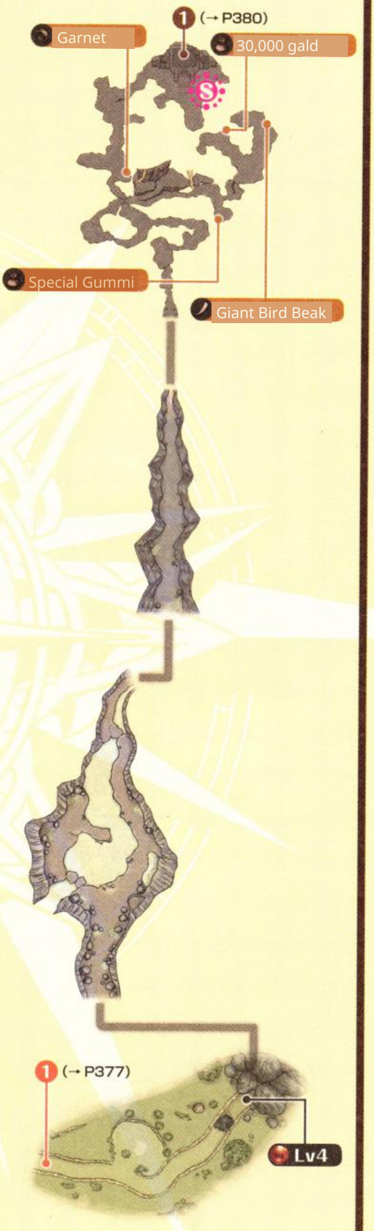
About the locations of Aeru Krene

The entrance Aeru Krenes are at the following four locations. You should explore them in the order 1–4. Note that entering an Aeru Krene requires a Level 4 Sorcerer's Ring.

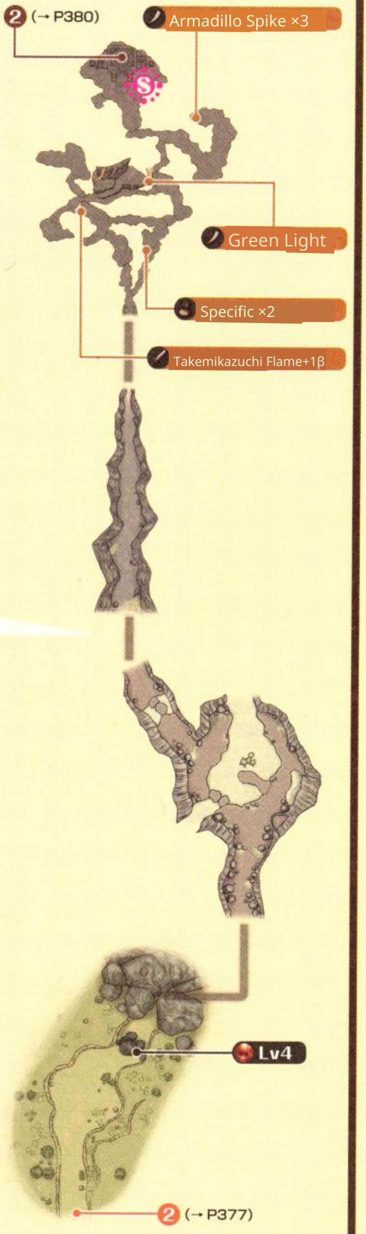


① Earcrene Dezelle
② Earcrene Irikia
③ Earcrene Torbikia
④ Earcrene Yulzorea

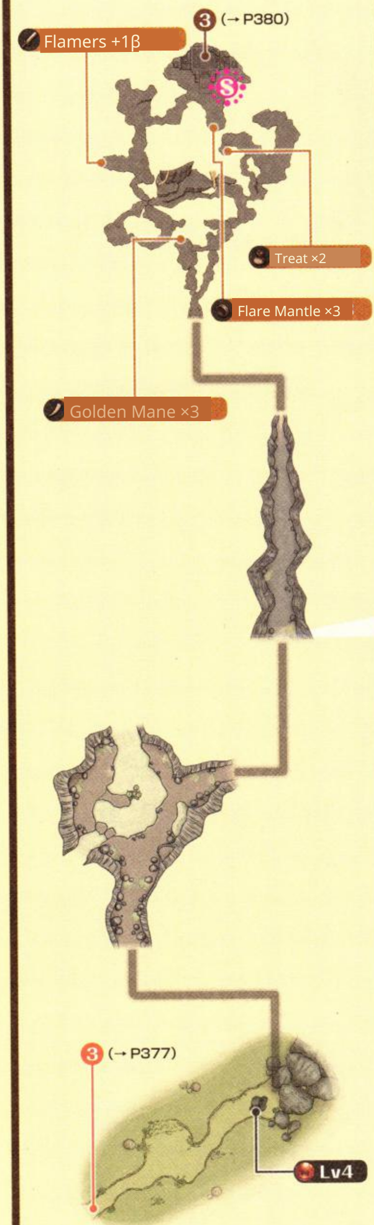
Great Deep Hollow Zone (toward Desuell)


① (→ P380)
Garnet
30,000 gald
S
Special Gummi
Giant Bird Beak
① (→ P377)
Lv4

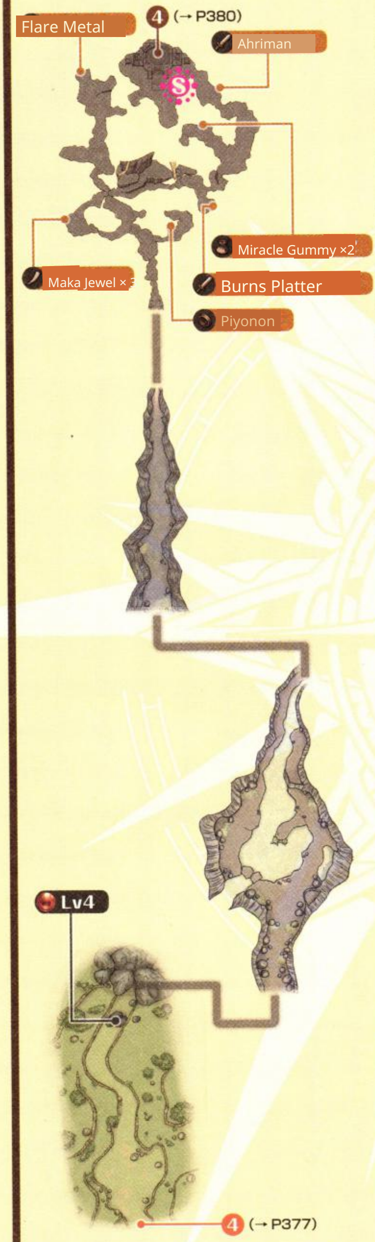
Great Deep Hollow Zone (Irikia direction)


② (→ P380)
Armadillo Spike ×3
S
Green Light
Specific ×2
Takemikazuchi Flame+1β
Lv4
② (→ P377)

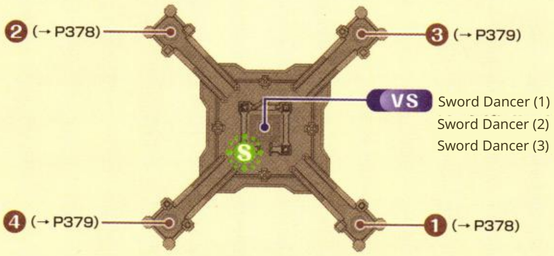
Great Deep Cavern Zone (toward Torubikia)


③ (→ P380)
Flamers +1β
S
Treat ×2
Flare Mantle ×3
Golden Mane ×3
③ (→ P377)
Lv4

Great Deep Cavern Zone (toward Yulzorea)


Flare Metal
④ (→ P380)
Ahriman
S
Miracle Gummy ×2
Maka Jewel × 3
Burns Platter
Piyonon
Lv4
④ (→ P377)

Great Deep Hollow Zone - Central Area



Sword Dancer (1) → P458

HP 360000 **種族** Inorganic Type

Size: Medium Attributes: Fire Earth Wind Water Light Dark Sword Dancer (1): Its attacks mainly use the swords attached to both arms, with a wide attack range. Rather than trying to avoid with freerun, it is better to defend with guard to block attacks. Enemies are easily staggered by our attacks and do not recover their stance while being attacked. If you do not break your combo, you can defeat it all at once.

27922 Damage!
39 Hits
1 Chain

While repeatedly casting magic from the rear, the front line should aim for combos—a simple yet effective tactic.

Sword Dancer (2) → P458

HP 440000 Inorganic Type Size: Medium Attributes: Fire, Earth, Wind, Water, Light

Basically, fight the same way as Sword Dancer (1). The only point to watch out for is that the enemy uses jumps to attack from a distance. Even if you create distance, do not recklessly lower your guard. Have backline Rita attack with "Tidal Wave" to stagger the opponent and then go for follow-up strikes — a reliable tactic.

Sword Dancer (3) → P458

HP 480000 **種族** Inorganic Type

Size: Medium Attributes: Fire Earth Wind Water Light This Sword Dancer moves considerably faster than previous ones, and its attack patterns have changed. As with before, prioritize guarding over freerun, but because its attack power is high, relying solely on guard is dangerous. It is recommended to fight with a friend who has the damage-reducing skill "Energy Coat" equipped. Also, it's good to set defensive skills such as "Defend" or "Well Guard" on front-line characters. Have rear-line Rita spam "Tidal Wave" to suppress the enemy's mobility while attacking.

484 Damage!
4 Hits
Rock

The sword attached to its arm separates and sweeps the surroundings — a troublesome attack. It's best to spread out your form

1 Damage!
1 Hit
Over Limit

If it uses Overlimits, survive by taking advantage of the invincibility frames during guard or item use.

Maze of Reminiscence

After Clear

Location: Labyrinth of Reminiscence
After clearing the game
See below for obtainable items

"The Labyrinth of Reminiscence" is a high-difficulty dungeon that can be attempted after clearing the scenario. Using warp points, you explore maps of the towns and dungeons that have appeared so far and aim for the deepest area. This dungeon consists of 59 maps, which are classified into three types: A–C. The contents of treasure chests change depending on the map type. For details, refer to the table below "Items Appearing from Treasure Chests".

- Items obtainable

Key item "Azure Warrior's Memoir"	Valuable Item "Imitation Gald"
Key item "Challenger's Gauntlet"	

- To go to the Labyrinth of Reminiscence

The steps to reach the "Labyrinth of Reminiscence" are as follows. If you have cleared the scenario once and started with "EX NEW GAME", steps 2 and 3 can be omitted; in that case, from step 4 onward you can proceed starting at No.151.

- Procedure List

1	Clear "To the Phantom Town" and "At the Phantom" (→P323) respectively, or clear "Phantom" (→P341)
2	Clear the scenario and save your data
3	Load the clear data from step 2
4	Go from the Fellow's Rock to Jormgen, talk to the Sage at the Sage's Manor, and obtain the key item "Azure Warrior's Memoir
5	Go to Dangrest and watch the earthquake event
6	The "Labyrinth of Reminiscence" appears in the Trivdai Mountain Range

※If "Phantom" is cleared in Step 1, Step 4 will not occur

- Items that appear from treasure chests

Type A (MAP2~18)

Items	Probability
100~500 Gald	7%
501~1000 Gald	
1,001~3,000 Gald	
Apple Gummi	
Orange Gummy	
3001~5000 gald	5%
5001~7500 gald	
7501~10000 gald	
Mix Gummy	
Kujigumi	
Life Bottle	
Tent	
"Imitation Gald"	4%
Poison Charm	2%
Paralysis Charm	
Stone Charm	
Drain Charm	
Viyohan	
World Check	1%
Talisman	
Holy Ring	
Mental Ring	
Attack Ring	
Defense Ring	
Protect Ring	
Resist Ring	
Imperial Medal of Honor	
Imperial Majesty	
Strange Mark	
Rabbit Symbol	
Feat Symbol	
Magic Mist	
Sephira	
Dice	

Type B (MAP19~48, 59)

Items	Probability
50,000~100,000 Gald	10%
Lemon Gummi	
Pine Gummi	
Miracle Gummi	
Panacea Bottle	
Specific	7%
Treat	
Imitation Gald	6%
All Divide	3%
Hourglass	
Poison Check	1%
Paralyze Check	
Stone Check	
Drain Check	
Piyonon	
Heal Bangle	
Mental Bangle	
Amulet	
Laurel	
Brute Talisman	
Fairy Ring	
Force Ring	
Emerald Ring	
Reflect Ring	
Effect Ring	
Resume Ring	
Holy Symbol	
Mental Symbol	
Mystima Mark	
Dark Seal	
Wonder Symbol	
Sheep's Tattoo	
Black Onyx	
Moonstone	

Type C (MAP49~58)

Items	Probability
100,001~120,000 Gald	10%
120001~140000 gald	
140001~160000 gald	
Special Gumi	
Barrier	
Imitation Gald	
160001~180000 gald	7%
180001~200000 gald	
Sage	1%
Savory	
Lavender	
Verbena	
Chamomile	
Basil	
Saffron	
Antibiotic of Seve	
Power Light	
Shield Light	
Strong Liquor	
Speed Light	
Strange Lump	
Mysterious	
Fountain of Knowledge	
Strange Stone	
Seven-Colored Lens	
Turquoise	
Lapis Lazuli	
Blue Sephira	
Blue Dice	
Reverse Doll	
Alexandrite	
Mystic Symbol	
Demon's Seal	
Chrona Symbol	

• Monsters That Appear

In the Memory Maze, in addition to theろ monsters that are the same as those on the original map, the six exclusive monster types listed below also appear. Also, some maps feature powerful enemies with the prefix "Memory~" that appear as bosses.

7423 Damage!
11 Hits
1 Chain
爪竜連牙斬
604
580
238

Rasne (appeared alone in battle No.147)
Il also appears frequently in the Labyrinth of Reminiscence.

• MONSTER DATA

Savage Helm → P417
HP 57750 Race: Humanoid AV
Size: Extra Large Attributes: Fire, Earth, Wind

Larsnail → P431
HP 100000 Species: Beast type
Size: Large Attributes: Fire Earth Wind Water

Blade Beak → P438
HP 48000 Avian Tribe, Bird Type V
Size: Medium Attributes: Fire Earth Wind Water Light

Woody Woods P4 →
HP 39000 種族 Magical Beast Type>
Size: Medium Attributes: Fire, Earth, Wind, Water, Light

Puritachigare →P445
HP 35200 Species: Plant Type A
Size: Medium Attri Fire Earth Wind Water Light Garden

bute Dragon Gran <- P459
pa HP 42000 Race: Scaled
Size: Medium Attributes: Fire Earth Wind Wat

• Obtain the "Imitation Gald"

To proceed to the deepest part of the dungeon, you will need 15 of the valuable item "Imitation Gald". You can obtain one of these items from an event that occurs during the first exploration, but you must collect the remaining 14 on your own. "Imitation Gald" can be found in treasure chests on the map, and ■ can also be obtained with a certain probability when defeating bosses.

• Boss Monster and Imitation Gald Acquisition Rates

Boss Monster Name	Maps Where It Appears	Probability
Memory Ribgaro	8	5%
Reminiscence Gattuso	9	
Reminiscence Biko		
Reminiscence Jaeger	17	7%
Reminiscence Schwea	18	
Reminiscence Belius	22	10%
Reminiscence Goliath	23	
Reminiscence Bandit	25	
Reminiscence Soldie		
Reminiscence Witch		
Reminiscence Balvos		
Reminiscence Elunger	30	
Reminiscence Jugem		
Reminiscence Joan		
Reminiscence Adecour	32	
Reminiscence Bokkos		
Reminiscence Breaker	34、36	
Reminiscence Gushios	37	15%
Reminiscence Chrome	38	
Estellise of Reminiscenc	39	
Flen of Reminiscence	40	
Pterops of Reminiscence	42	
Attack Bat of Reminiscen		
Magic Bat of Reminiscence		
Leader Bat of Reminiscence		
Gigaralva of Reminiscence	43	
Zagi of Reminiscence	44	
"The Reminiscence Fierce Warrior"	41	20%
Alexei of Reminiscence	47	
Duke of Reminiscence	48	
Green Menis of Reminiscence	50	
Clint of Reminiscence	45	25%
Tison of Reminiscence		
Nan of Reminiscence		
Don of Reminiscence	46	
Hermit of Reminiscence	49	
Poseidon of Reminiscence	50	
Chimera of Reminiscence	51	
Fenrir of Reminiscence	54	
Griffin of Reminiscence	55	
Brusis of Reminiscence	56	
Bloody Peak of Reminiscence	58	
Pterabronc of Reminiscence	53	30%
Medusa of Reminiscence	57	
Warrior Who Rebelled Against the Heavens (1)	59	0%

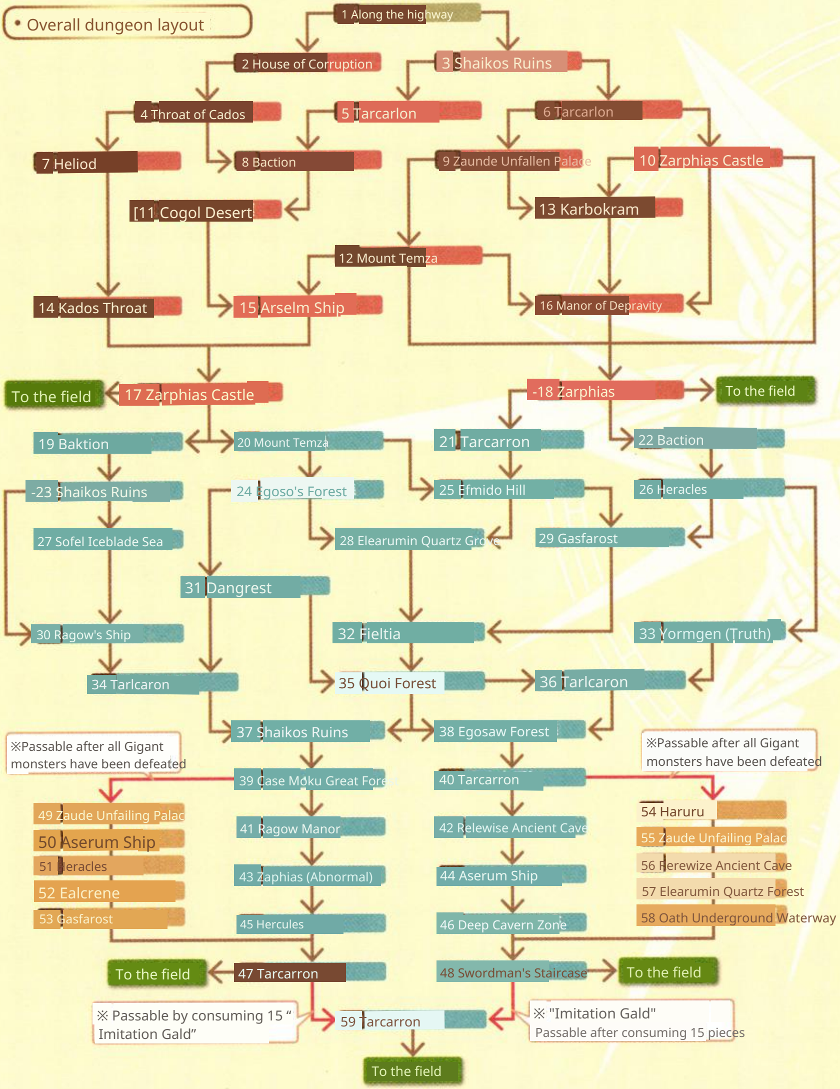
・Map Description

The dungeon layout is as follows. Warp points for moving around the map appear after you defeat all enemy symbols, and at the same time you will be able to open the treasure chests. All warp points are one-way, so if there are multiple ones, decide your route carefully. MAP39 and

Maps of type C that progress from 40 require defeating all Gigant monsters befor

This map cannot be explored until all Gigant monsters are defeated. This map makes it easy to obtain the "Imitation Gald" (イミテーション「ガルド」), so it's recommended to clear the "Defeat Gigant Monsters" objective (→P344) first. Note that on MAP 17, 18, 47, 48, and 59, warp points that return you to the field will each appear.

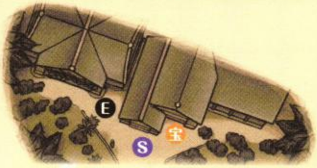
• Overall dungeon layout



1 Along the highway
2 House of Corruption
3 Shaikos Ruins
4 Throat of Cados
5 Tarcarlon
6 Tarcarlon
7 Heliod
8 Baction
9 Zaunde Unfallen Palace
10 Zarphias Castle
[11 Cogol Desert
13 Karbokram
12 Mount Temza
14 Kados Throat
15 Arselm Ship
16 Manor of Depravity
To the field
17 Zarphias Castle
-18 Zarphias
To the field
19 Baktion
20 Mount Temza
21 Tarcarron
22 Baction
-23 Shaikos Ruins
24 Egoso's Forest
25 Efmido Hill
26 Heracles
27 Sofel Iceblade Sea
28 Elearumin Quartz Grove
29 Gasfarost
31 Dangrest
30 Ragow's Ship
32 Fieltia
33 Yormgen (Truth)
34 Tarlcaron
35 Quoi Forest
36 Tarlcaron
37 Shaikos Ruins
38 Egosaw Forest
※Passable after all Gigant monsters have been defeated
39 Case Moku Great Forest
40 Tarcarron
※Passable after all Gigant monsters have been defeated
49 Zaude Unfailing Palac
50 Aserum Ship
51 Heracles
52 Ealcrene
53 Gasfarost
41 Ragow Manor
43 Zaphias (Abnormal)
45 Hercules
42 Relewise Ancient Cave
44 Aserum Ship
46 Deep Cavern Zone
54 Haruru
55 Zaude Unfailing Palac
56 Herewize Ancient Cave
57 Elearumin Quartz Forest
58 Oath Underground Waterway
To the field
47 Tarcarron
48 Swordman's Staircase
To the field
※ Passable by consuming 15 " Imitation Gald"
59 Tarcarron
※ "Imitation Gald" Passable after consuming 15 pieces
To the field

●How to read the map

Map: Manor of Depravity
2
タ-3' A

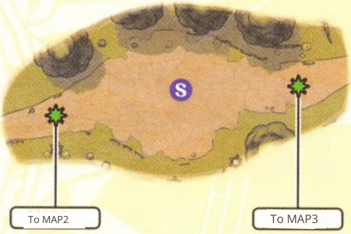


① Map number
② The location on which the map is based
③ Map type

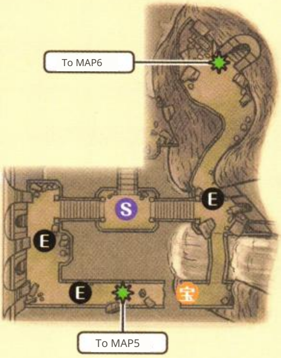
- Map icons

S Start Point
E Enemy symbol
宝 Treasure chest
✸ Warp point to proceed to a different map
✸ Warp point to return to the field
✸ Warp points requiring special conditions
VS Boss

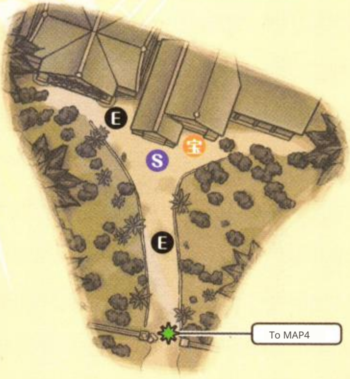
MAP Along the highway
1


S
To MAP2
To MAP3

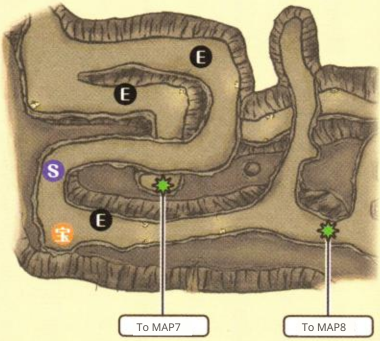
MAP Shycos Ruins
3
Type A


To MAP6
S
E
E
E
宝
To MAP5

Map: Manor of Depravity
2
Type A

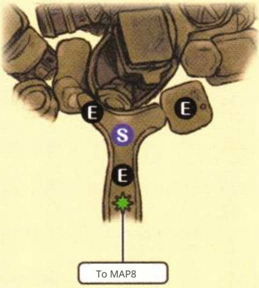

E
S
宝
E
To MAP4

MAP: Kadosu's Windpipe
4
Type A


E
E
S
E
宝
To MAP7
To MAP8

MAP: Tulkaron
5

Type A

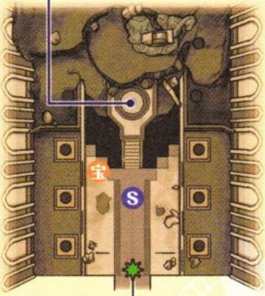


To MAP8

MAP Bakution
8

Type A

VS Ribgaro of Reminiscenc

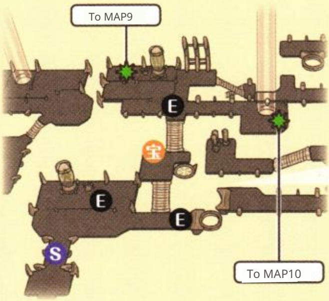


MAP11 (→P386) to

MAP: Tulkaron
6

Type A

To MAP9



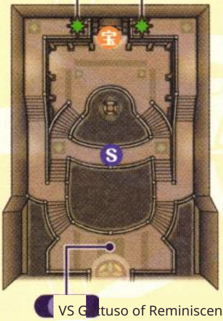
To MAP10

MAP Zaude Unconquerable Palace
9

Type A

MAP12 (→P386) to

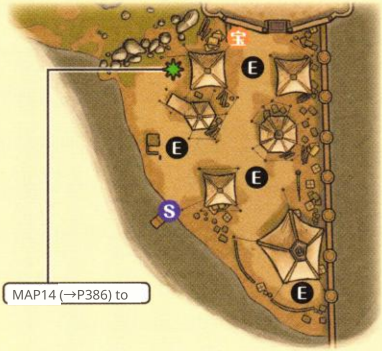
MAP13 (→P386) to



VS Gttuso of Reminiscence
Pico of Reminiscence

MAP: Heliod
7

Type A



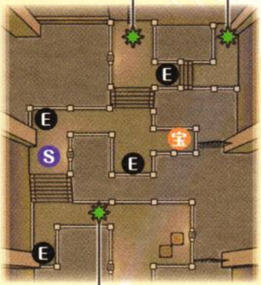
MAP14 (→P386) to

MAP Zaphias Castle
10

Type A

MAP13 (→P386) to

To MAP18 (→P387)

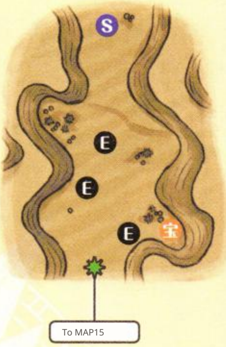


To MAP16 (→P386)

MAP Cogol Desert

11

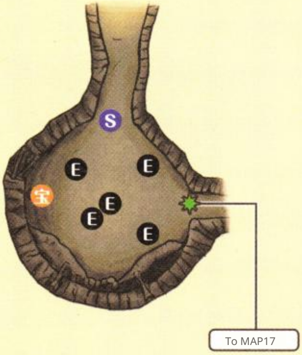
Type A



MAP: Kadosu's Windpipe

14

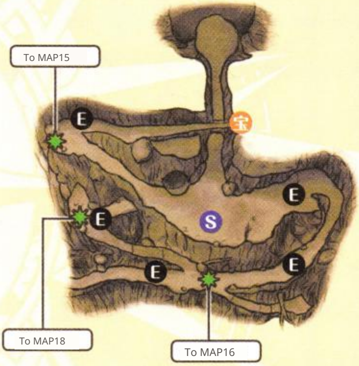
Type A



MAP Temza Mountain

12

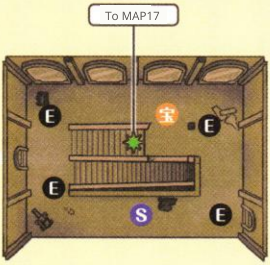
Type A


To MAP15
To MAP18
To MAP16

MAP Arselm Ship

15

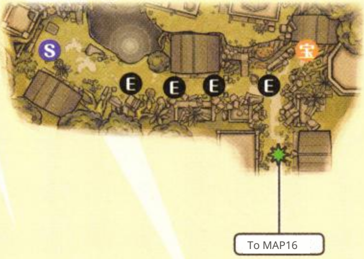
Type A



MAP Karbokram

13

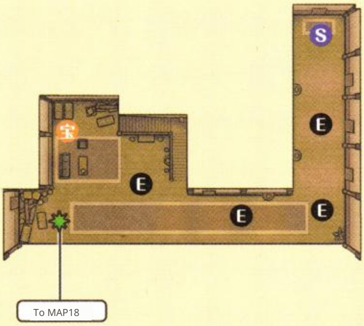
Type A



Map: Manor of Depravity

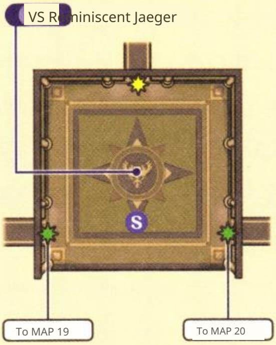
16

Type A



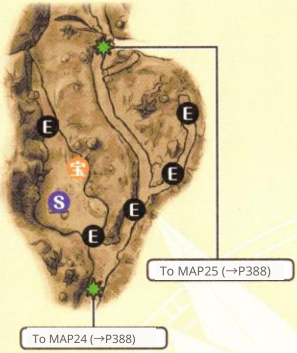
MAP 17 Zaphias Castle

Type A


VS Reminiscent Jaeger
To MAP 19
To MAP 20

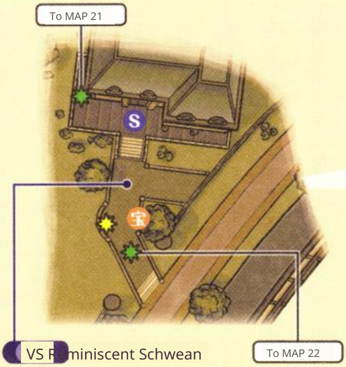
MAP 20 Temza Mountain

Type B


To MAP25 (→P388)
To MAP24 (→P388)

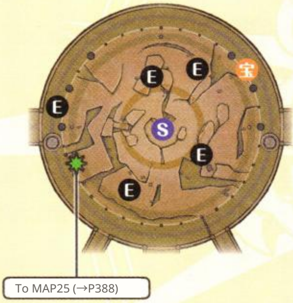
MAP 18 Zarphias

Type A


To MAP 21
VS Reminiscent Schwean
To MAP 22

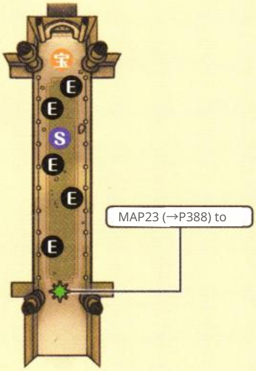
MAP: 21 Tulkaron

Type B


To MAP25 (→P388)

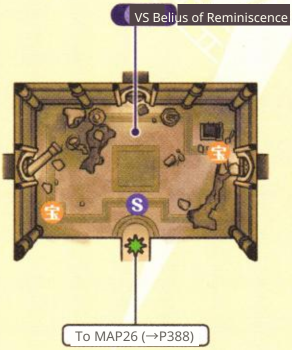
MAP 19 Bakution

Type B


MAP23 (→P388) to

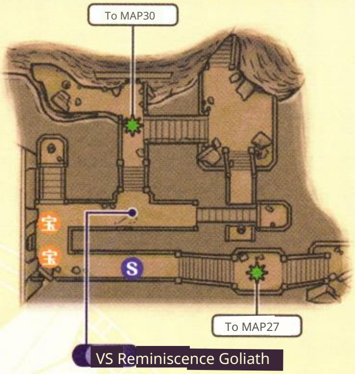
MAP 22 Bakution

Type B


VS Belius of Reminiscence
To MAP26 (→P388)

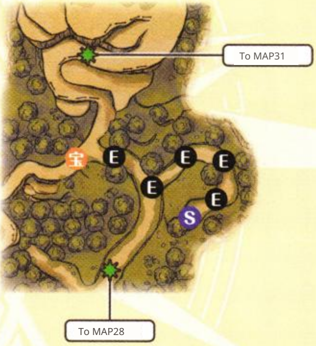
MAP 23 Shycos Ruins

Type B


To MAP30
宝
宝
S
To MAP27
VS Reminiscence Goliath

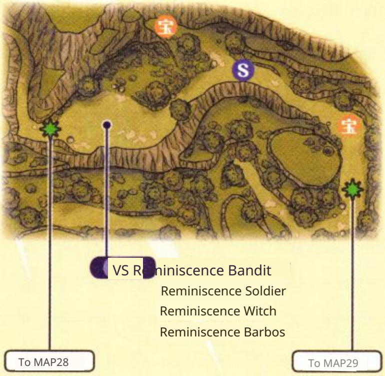
MAP 24 Egosaw Forest

Type B


To MAP31
宝
E
E
E
E
E
S
To MAP28

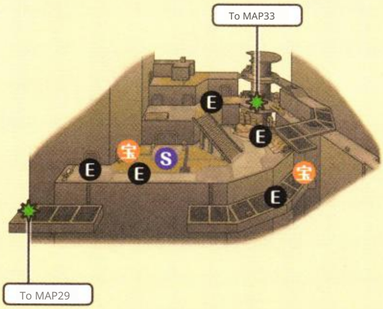
MAP 25 Efmido Hill

Type B


宝
S
宝
VS Reminiscence Bandit
Reminiscence Soldier
Reminiscence Witch
Reminiscence Barbos
To MAP28
To MAP29

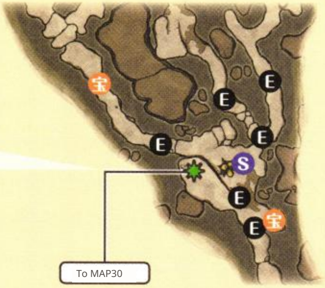
MAP 26 Hercules

Type B


To MAP33
E
E
宝
S
E
E
宝
E
To MAP29

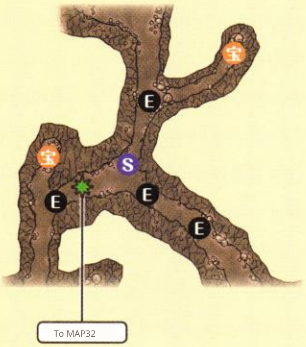
MAP 27 Sofer Frozen Blade Sea

Type B


宝
E
E
E
E
S
E
E
宝
To MAP30

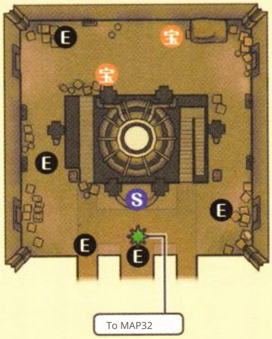
MAP 28 Erealumin Quartz Forest

Type B


宝
E
宝
S
E
E
E
To MAP32

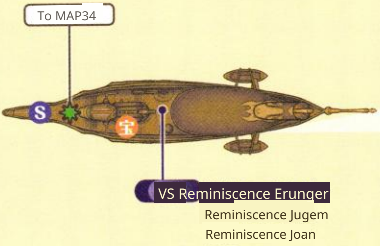
MAP 29 Gasfarost

Type B


E
宝
宝
E
S
E
E
E
To MAP32

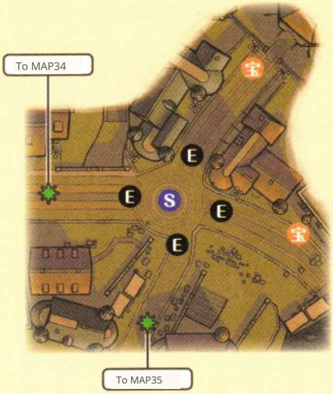
MAP 30 Ragou's Ship

Type B


To MAP34
S
宝
VS Reminiscence Erunger
Reminiscence Jugem
Reminiscence Joan

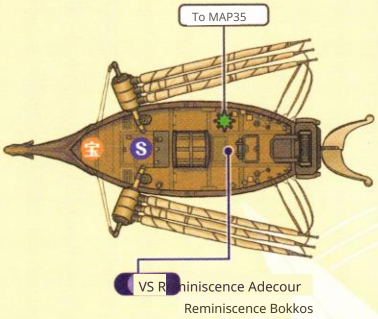
MAP 31 Dangrest

Type B


To MAP34
宝
E
E
S
E
E
宝
To MAP35

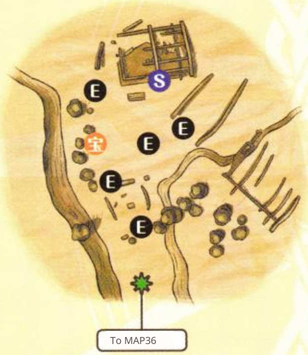
MAP 32 Fiertia Ship

Type B


To MAP35
宝
S
VS Reminiscence Adecour
Reminiscence Bokkos

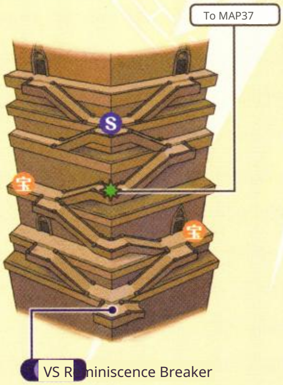
MAP 33 Yormgen (Truth)

Type B


S
E
E
宝
E
E
E
To MAP36

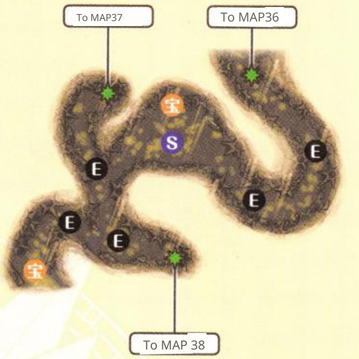
MAP 34 Tulkaron

Type B


To MAP37
S
宝
宝
VS Reminiscence Breaker

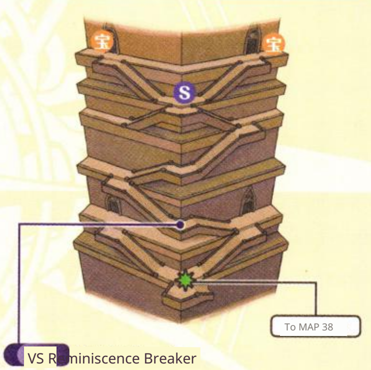
MAP 35 Quoi Forest

Type B


To MAP37
To MAP36
To MAP 38

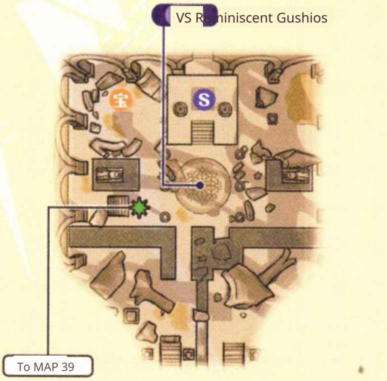
MAP 36: Tulkaron

Type B


To MAP 38
VS R miniscence Breaker

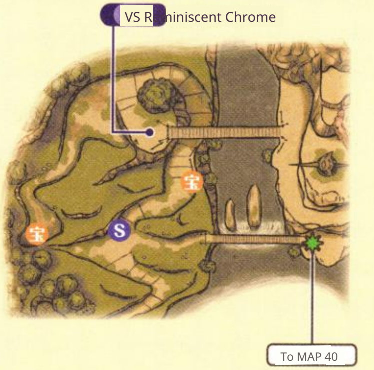
MAP 37 Shycos Ruins

Type B


VS R miniscent Gushios
To MAP 39

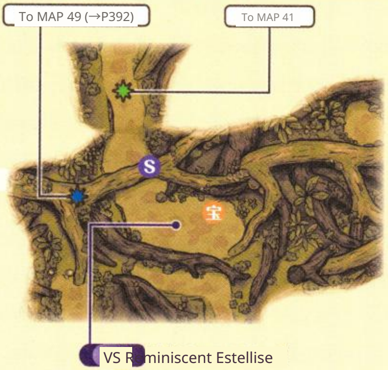
MAP 38 Egosaw Forest

Type B


VS R miniscent Chrome
To MAP 40

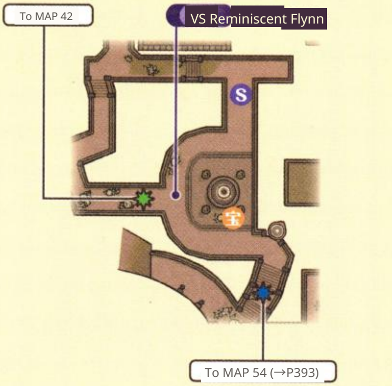
MAP 39 Cave Mock Great Forest

Type B


To MAP 49 (→P392)
To MAP 41
VS R miniscent Estellise

MAP 40: Tulkaron

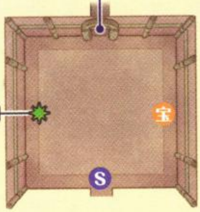
Type B


To MAP 42
VS Reminiscent Flynn
To MAP 54 (→P393)

MAP 41 Ragou's Mansion

Type B

VS Reminiscence Fierce Warrior

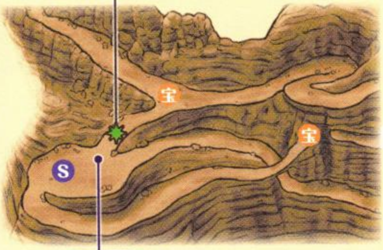


To MAP 43

MAP 42 Relevize Ancient Fairy Cave

Type B

To MAP44



VS Memory Pteropus

Attack Bat of Reminiscence

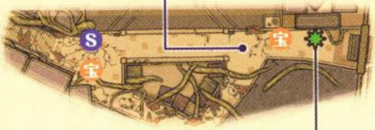
Magic Bat of Reminiscence

Leader Bat of Reminiscence

MAP 43 Zaphias (Anomaly)

Type B

VS Memory Gigaralva



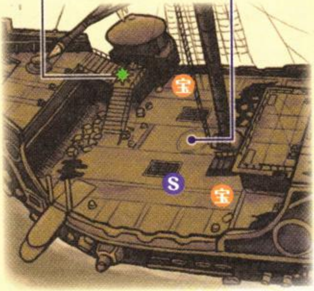
To MAP45

MAP 44 Arselm Ship

Type B

VS Reminiscence Zagi

To MAP 46



MAP 45 Hercules

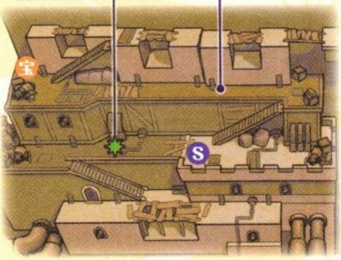
Type B

VS Memory Clint

Memory Tison

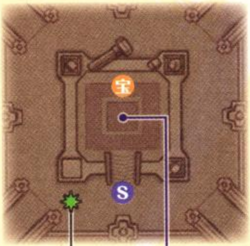
Memory Nan

To MAP47 (→P392)



MAP 46 Great Deep Hollow Zone

Type B



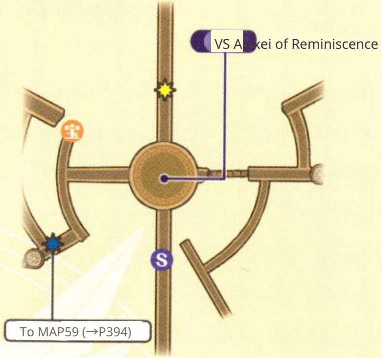
VS Don of Reminiscer

To MAP48 (→P392)

MAP: Tulkaron

47

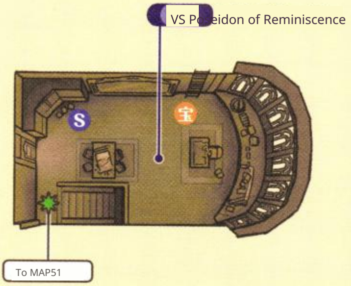
Type B


VS Alexei of Reminiscence
宝
S
To MAP59 (→P394)

MAP Arselm Ship

50

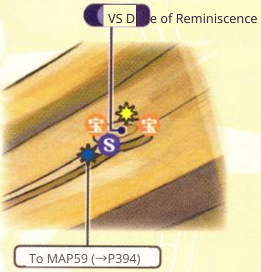
Type C


VS Poseidon of Reminiscence
S
宝
To MAP51

MAP: Sword Master's Stair

48

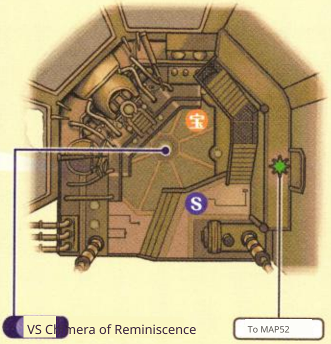
Type B


VS Duke of Reminiscence
宝
宝
S
To MAP59 (→P394)

MAP Hercules

51

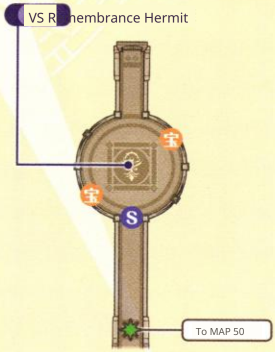
Type C


宝
S
VS Chimera of Reminiscence
To MAP52

MAP Zaude Unconquerable Palace

49

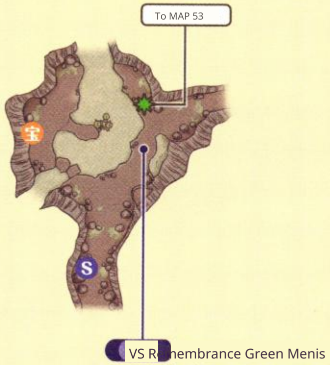
Type C


VS Remembrance Hermit
宝
宝
S
To MAP 50

MAP Ealcrene

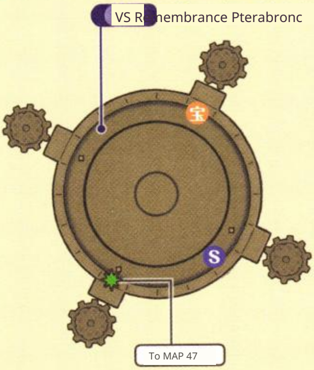
52

Type C


To MAP 53
宝
S
VS Remembrance Green Menis

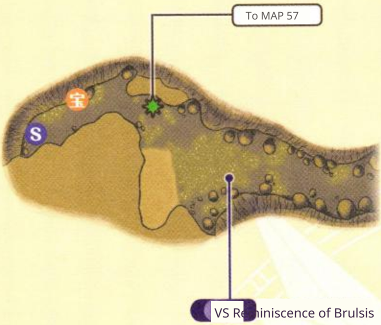
MAP 53 Gasfarost

Type C


VS Remembrance Pterabronc
宝
S
To MAP 47

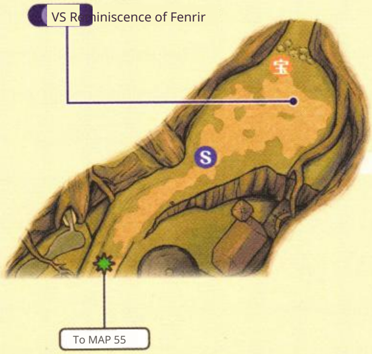
MAP 56 Relewise Ancient Fairy Cave

Type C


To MAP 57
宝
S
VS Reminiscence of Brulsis

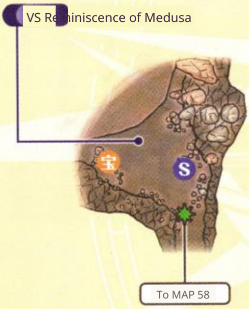
MAP 54 Haruru

Type C


VS Reminiscence of Fenrir
宝
S
To MAP 55

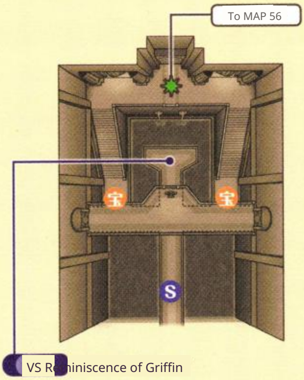
MAP 57 Erealumin Quartz Forest

Type C


VS Reminiscence of Medusa
宝
S
To MAP 58

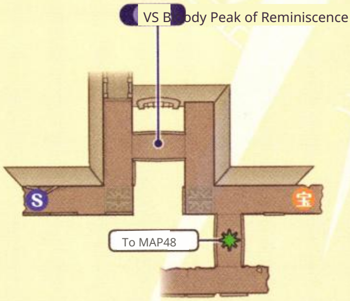
MAP 55 Zaude Unconquerable Palace

Type C


To MAP 56
宝
宝
S
VS Reminiscence of Griffin

MAP 58 Oathful Underground Waterway

Type C

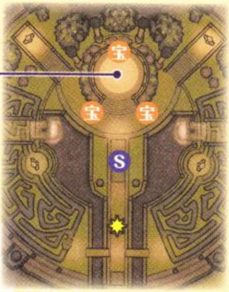

VS Bloody Peak of Reminiscence
S
宝
To MAP48

MAP: Tulkaron

59

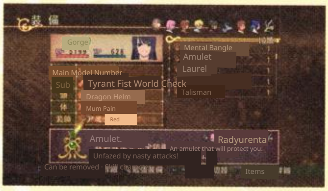
Type B

VS The Warrior Who Rebelled Against the Heavens (1)



Before Challenging the Final Battle

If you collect 15 "Imitation Gald", you can proceed to the deepest area, MAP59. The Warrior Who Rebelled Against the Heavens awaiting you here is stronger than any enemy encountered so far. Once you advance to MAP59 you cannot turn back, so before entering the battle, carefully check your spells/techniques, equipment, and skills.


装備
Gorge
Mental Bangle
Amulet
Laurel
Main Model Number
Sub
Tyrant Fist World Check
Talisman
Dragon Helm
Mum Pain
Red
Amulet.
Radyurenta
An amulet that will protect you.
Unfazed by nasty attacks!
Can be removed
Items

Prepare an "Amulet" in the battle member setup to prevent enemy spell/skill sealing.

The Warrior Who Rebelled Against the Heavens (1) p.426

HP 512000

Race: Humanoid AV

Size: Medium

Attributes: Fire, Earth, Wind, Water, Light, Dark

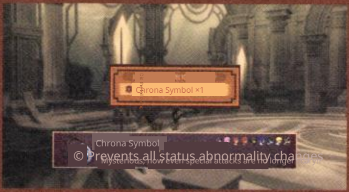
The Warrior Who Rebelled Against the Heavens follows up rapid attacks with successive strikes. If you take a hit even once, there is a high risk of being incapacitated quickly. To avoid being hit carelessly, keep moving with freerun to make the enemy's attacks miss. At that time, instruct allies to use magic attacks; if they hit, follow up immediately with a combo. Also, when the enemy is targeting an ally, it is an opportunity to attack: get behind them to help your ally while launching an assault. If the player character is being targeted, you are likely to be chased and suffer follow-up hits or become the target of long-range attacks like Demon God Sword or magic. Do not force anything until the target changes; focus on guarding and wait it out. Note that when the enemy's HP drops below half, it will unleash high-power Mystic Artes. If the enemy activates Over Limit, spread out the party formation and fully heal everyone's HP.

6732 Damage!
7 Hits
爪竜連牙斬

Enemies will still counterattack during our attacks, so address this with Yuri's skill "Glory".

Worthwhile to explore even after clearing

After defeating the warrior who rebelled against heaven, you can obtain the valuable item "Challenger's Letter"—a condition for joining the phantom "The 200-Slaying" in "The Infinite Slash" (→P351). With this the "Labyrinth of Reminiscence" is officially cleared, but this dungeon offers extremely high EXP and gald, and has a good chance of yielding rare items. It's an ideal place to level up and farm gald, so make good use of it even after clearing.

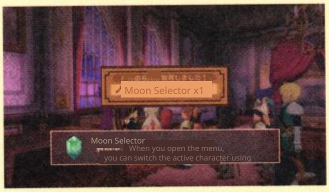

Chrona Symbol ×1
Chrona Symbol
© Prevents all status abnormality changes
Mysterious, now even special attacks are no longer

Explore repeatedly to obtain valuable accessories like the "Chrona Symbol".

●Grave of the Moon Mirror (1)

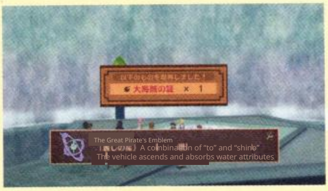
Location Imperial Capital Zaphias (→P263)
Period No.147 Friend in Peril ~
Acquisiti Accessory "Mark of the Great Pirate"

Valuables "Lovely Star" and "Fragrant Coral" After obtaining them, enter Estellise's private chamber in Zaphias Castle to trigger a conversation. After that, if you proceed to the deepest part of Zaude Stronghold (P267), a transfer sigil to the Grave of the Moon Mirror will appear. If you advance to the lowest layer of the Azure Sky tier, you will be able to reach the Sixteen Nights Haunted Quarter.



Moon Selector
When you open the menu, you can switch the active character using

You have not obtained the "Moon Selector" by this point
If applicable, it can be found in Estelle's private room.



The Great Pirate's Emblem
A combination of "to" and "shino"
The vehicle ascends and absorbs water attributes

When you go to this location in Zaude Fortress, a transfer spell appears.
At the same time, you can obtain the "Great Pirate's Emblem."

Tomb of the Looking Glass (2)

After Clear

Location: Boukyou's Tomb
Period After clearing the game
Obtain: Patty — Title "One Who Reached Paradise"

After clearing, go to Boukyou's Tomb and proceed to the lowest floor of the Current-Life Layer; a teleportation magic circle to the Overlord Layer will appear. Exploration beyond that point becomes possible. Also, if you go to the entrance of Zaude's Impregnable Palace at that time, conversations with the residents of Izayoi will occur.

門を通：I was scared to come, but they said there's something even bigger down below.

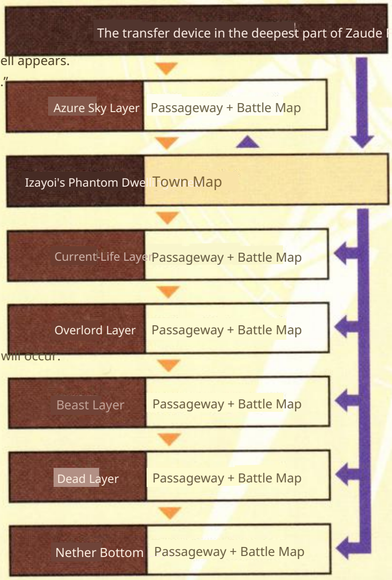
You can hear from a resident of Izayoi Town at the entrance of Zoude Unfallen Palace, "There is a large terrifying thing in the tomb."

・What is the Grave of the Moon Mirror?

The Grave of the Moon Mirror consists of six dungeon tiers—Azure Sky tier, Mortal Life tier, Overlord tier, Beast tier, Departed tier, and Abyssal tier—and the town called the Sixteen Nights Haunted Quarter. Each tier has floors 1 through 10; when you defeat the boss on the lowest floor below, a transfer sigil appears, allowing you to advance to the next tier. The main feature is exploring by moving back and forth between enemy-free corridors and battle maps where combat occurs. Note that the Sixteen Nights Haunted Quarter becomes directly accessible from Zaude Stronghold after clearing the Azure Sky tier, and from the Mortal Life tier onward, once explored, you can travel directly from the Omega room in the Sixteen Nights Haunted Quarter.

In the passageways between battle maps, there is a warp zone that moves you to the topmost layer.

・Structure and Exploration Flow of the Tomb of the Looking Glass



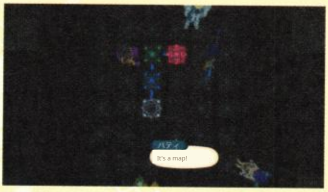
The transfer device in the deepest part of Zaude Fortress

Azure Sky Layer	Passageway + Battle Map
Izayoi's Phantom Dwelling	Town Map
Current-Life Layer	Passageway + Battle Map
Overlord Layer	Passageway + Battle Map
Beast Layer	Passageway + Battle Map
Dead Layer	Passageway + Battle Map
Nether Bottom	Passageway + Battle Map

➡ First exploration (defeat the boss to advance to the next layer)
➡ Second exploration (use the teleportation sigil to proceed directly)

About the battle map

You can move to the battle map from the corridors using a teleportation sigil. The battle map has a special structure in which combat areas where enemies appear are linked together like beads. When you eliminate all appearing enemies, a path to the next combat area appears. Aim for the red combat area that serves as the exit of the battle map. When you wipe out the enemies there, a teleportation sigil will appear, allowing you to proceed to the corridor of the next floor.



The layout of each floor's battle map is displayed on the corridor floor where the teleportation sigils are, shown as a map.

Basic Rules

- In the battle map, a battle occurs each time you move to a new area. When you eliminate all enemies in an area, the route to the next area is displayed. If you do not proceed to the next area within the time limit, enemies will appear again. Route selection can be done semi-automatically or manually by controlling the characters.
- On the battle map, you cannot change skills or party members.
- If you win a battle in an exit area, you will move to the floor corresponding to that exit, and simultaneously receive EXP and Gald.
- If you flee, you will be returned to the location of the most recent teleportation sigil, and you will not receive EXP or Gald.

How to Open Treasure Chests

In battle areas highlighted in green, there are treasure chests. Treasure chests have HP; if you attack and reduce it to 0, you can obtain the item. Blue chests yield recovery items, while other chests can contain valuable equipment. When opening a light chest, reduce its HP with light-attribute attacks; for a dark chest, use dark-attribute attacks.

Characteristics of treasure chests

Type	HP	Element
青	8000	Fire, Earth, Wind, Water, Light, Dark
赤	80000	Fire Earth Wind Water 闇 Light
光	40000	Fire Earth Wind Water Light Dark
闇	40000	Fire Earth Wind Water 闇 Light

Basic combat policy

In battles in the Grimoire Tomb, the basic strategy is to attack enemy elemental weaknesses. Against enemies with high defense or many resistances, it is recommended to land a Fatal Strike to defeat them. In particular, Rita's "Tidal Wave" easily causes Fatal Strike and also helps immobilize enemies, so it's good to use it repeatedly. Also, activating Over Limit and aiming for Fatal Strikes from Burst Arts is an effective tactic.

Equip the skill "Appeal," and after battle use Appeal to build the OVL gauge.

7693 Damage!
11 Hits
1 Chain

Use the OVL gauge one bar at a time to aim for combos and trigger a Fatal Strike.

Replenishing healing items

If your supply of healing items runs low leave and re-enter the battle area where blue treasure chests appear. Blue treasure chests appear each time you enter, so you can replenish your healing items. Using "Tidal Wave" lets you attack enemies and collect them all at once, which is convenient.

Angel Ring
Orange Gummi
Orange Gummi

The contents of blue treasure chests are fixed for each battle area. Check the maps from page 398 onward.

How to Read the Strategy Pages

① Battle Map

②Contents of the treasure chest

3 Strategy and recommended level

④ Boss Data and Strategies

⑤ Monster data

※Enemies from the previous floor also appear

- How to read the battle map

▨ The starting area

🟦 Area where enemies appear

🟩 |Area where enemies and treasure chests appear

🟥 An area where you can advance to the next floor by defeating enemies. The destination is also noted.

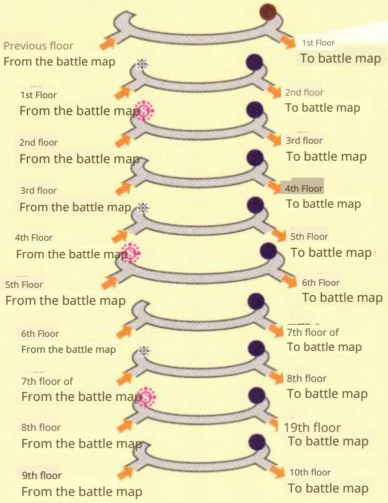
┈ Routes connecting areas

ⓐ Blue treasure chest. The contents correspond to the symbol: "Blue Treasure See "Items obtainable from chests"

Ⓐ Ⓐ Ⓐ Other chests. From left to right, they indicate red, light, and dark chests. For contents, refer to the "Items obtainable from other chests" corresponding to the symbols.

Corridor (overall view)

Overall view of the corridor that connects to the battle map. It consists of 10 passages, and each floor has a similar layout, but only on the present-life floor is the position of the memory magic glyph different from the others.



Previous floor
From the battle map
1st Floor
To battle map
※
1st Floor
From the battle map
2nd floor
To battle map
2nd floor
From the battle map
3rd floor
To battle map
3rd floor
From the battle map
4th Floor
To battle map
※
4th Floor
From the battle map
5th Floor
To battle map
5th Floor
From the battle map
6th Floor
To battle map
6th Floor
From the battle map
7th floor of
To battle map
※
7th floor of
From the battle map
8th floor
To battle map
8th floor
From the battle map
19th floor
To battle map
9th floor
From the battle map
10th floor
To battle map

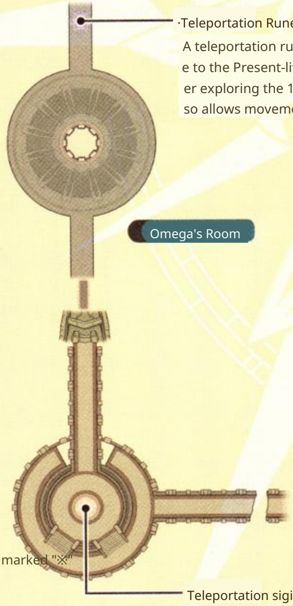
⚙ Memory Art. Only on the current life layer: located at the position marked "※"

● Teleportation sigil that moves you to the 1st floor

● Teleportation sigil to the lowest layer; appears after defeating the boss

Izayoi's Secluded Street (Town Map)

A town located on the Azure Sky Layer and the Present-life Layer. Once exploration has progressed on each layer, it becomes connected to the dungeon, and on the second exploration, passing through here makes



Omega's Room

Teleportation Rune

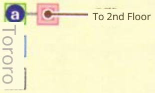
A teleportation rune to advance to the Present-life Layer. After exploring the 1st floor, it also allows movement from here to the next layers.

Teleportation sigil

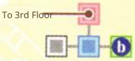
The teleportation sigil connected to the Zaude Impregnable Palace (→P267) and is used for shuttling between it and the surface.

(Soten Layer (Battle Map))

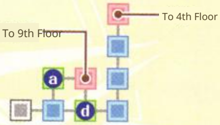
1st floor


a
To 2nd Floor
Tororo

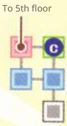
2nd Floor


To 3rd Floor
b

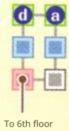
3rd Floor


To 4th Floor
To 9th Floor
a
d

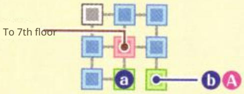
4th Floor


To 5th floor
c

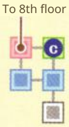
5th Floor


d
a
To 6th floor

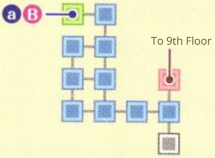
6th Floor


To 7th floor
a
b
A

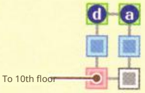
7th floor


To 8th floor
c

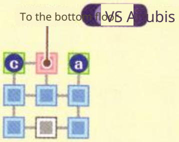
8階


a
B
To 9th Floor

9階


d
a
To 10th floor

10th floor


To the bottom floor
VS Anubis
c
a

●Items obtainable from blue chests

- ⓐ Orange Gum (45%), Pine Gum (45%), Specific (10%)
- 6 Apple Gum (45%), Lemon Gum (45%), Treat (10%)
- © Mix Gum (50%), Miracle Gum (40%), Special Gum (5%)
- ① Life Bottle (45%), Limits Bottle (5%), Spectacles (50%)

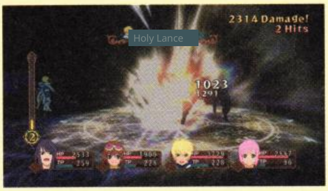
●Items obtainable from other chests

- Ⓐ Attachment "Stylish Sunglasses"
- ⑥ Flynn - Main weapon "Nanatsuyasa"

• Skies Layer Assault

Recommended Lv.55

The Skies Layer has narrow battle maps, so if you proceed while checking the map you won't get lost. There is a teleportation magic that sends you straight from the 3rd floor to the 9th floor, but explore in order to obtain the Attachment "Stylish Sunglasses" on the 6th floor and Flynn's magic device "Nanatsusaya" on the 8th floor. Among the enemies that appear, the Grinblusty with 9999 physical defense and the Core Spirit, which has resistances to all elements except Dark, are troublesome. Aim for Fatal Strike against these enemies.



Naraka has resistance to attacks other than Light. Attack with Flynn and Estelle, who have abundant Light-element attacks.

The roper-type enemies that appear on every floor of the Mirror Tomb are

■ They spawn Juniors, so you should prioritize defeating them.

Anubis → P458

HP 380000 Race: Inorganic type

Size: Extra-large Attributes: Fire, Earth, Wind, Water, Light It unleashes a "Gatling Attack" that fires light arrows around it. Being hit by it easily causes stun. Equip the accessory "Piyonon". Note that its normal attacks are often parried, so fight mainly using artes. Its weakness to Water is not very effective; for Rita, "Meteor Swarm" is more useful than "Tidal Wave." Continuous meteor strikes on its massive body deal large damage as a result.

49 Damage!
1 Hit
Blade Roll
1023
98

Because the "Gatling Attack" scatters light arrows in all directions, an accessory to prevent stun is essential.

53 Damage!
1 Hit
53

"X-Buster Kai" fires a beam while spinning three times to attack in all directions. Counter it by guarding.

• MONSTER DATA

Grinburst → P430

HP 20000 [Race: Beast-type

Size: Medium Attributes: Fire Earth Wind Water Light Dark

Private Bat → P434

HP 12825 Race: Bird-type▼

Size: Medium; Attribute: Fire, Earth, Wind, Water, Light

Chief Bat Junior → P436

HP: 12000; Race: Bird-type V

Size: Small; Attribute: Fire, Earth, Wind, Water, Light

Flyroper Junior → P445

HP: 7500 Race: Plant-type A

Size: Small Attributes: Fire, Earth, Wind, Water, Light; Open

Amenti → P457

HP 24520 Size: S Type: Inorganic

mall Attributes: Fire, Earth, Wind 水 光 闇

Bearwolf → P431

HP 43158 Race] Form>

Size: Large; Attribute: Fire, Earth, Wind, Water, Light

Private Bat Junior → P436

HP: 8900; Race: Bird-type V

Size: Small; Attribute: Fire, Earth, Wind, Water, Light

Core Spirits → P441

HP: 22222; Type: Magical Creature

Size: Medium; Attribute: Fire, Earth, Wind, Water, Light

Flyroper → P447 →

HP: 19200 Race: Plant-type A

Size: Large Attribute Fire, Earth, Wind, Water, Light, Sun

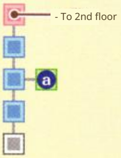
Naraka → P457

HP 34520 Race: Inorganic ×

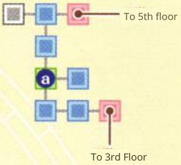
Size: Small Attributes: Fire, Earth, Wind, W nt, Garden

(This Life Layer (Battle Map))

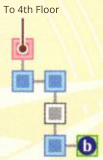
1階


- To 2nd floor
a

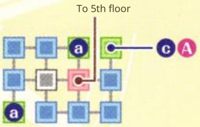
2nd Floor


To 5th floor
a
To 3rd Floor

3階


To 4th Floor
b

4th Floor


To 5th floor
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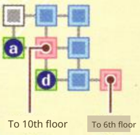
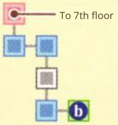
a

5th Floor


a
d
To 10th floor
To 6th floor

6th Floor


To 7th floor
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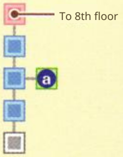
7th floor


To 8th floor
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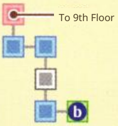
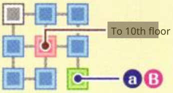
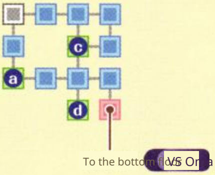
8階


To 9th Floor
b

9th floor


To 10th floor
a B

10th floor


c
a
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To the bottom floor
VS Or a

● Items obtainable from blue chests

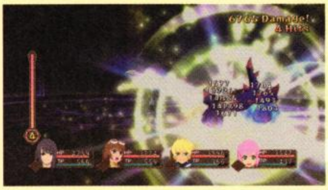
ⓐ Orange Gummi (45%), Pine Gummi (45%), Specific (10%)
1. Life Bottle (45%), Limits Bottle (5%), Spectacles (50%)
© Apple Gummi (45%), Lemon Gummi (45%), Treat (10%)
10. Mixed Gummi (50%), Miracle Gummi (40%), Special Gummi (5%)

● Items obtainable from other treasure chests

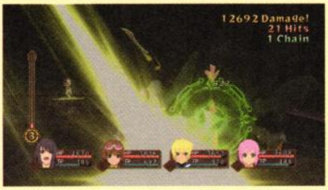
A Attachment "Pirate Hat DX"
6. Patty main weapon "Culbis"

・Strategy for the current life layer Recommended Lv. 60

Compared to the Azure Layer, the Present Life Layer has a larger battle map. Since the number of battles inevitably increases, prepare thoroughly before exploring. The shortest route here is to proceed from the 1st floor → 2nd floor → 5th floor → 10th floor. However, the attachment "Pirate Hat DX" is on the 4th floor, and the magicking "Kruvis" and Patty's equipment are on the 9th floor; if you want to obtain them, you need to clear each floor one by one. Be especially careful of the enemy Club Lieutenant among the foes that appear. It has a magic defense of 9999 and cannot be properly damaged unless attacked with physical attacks or Fatal Strike. Also, four types of enemies that are weak to light attribute attacks, including Bantam Looper, appear, so equipping light-attribute weapons will make exploration easier.



Estelle's "Holy Lance" and "Angel Ring" are extremely effective against enemies in the Present Life Layer.



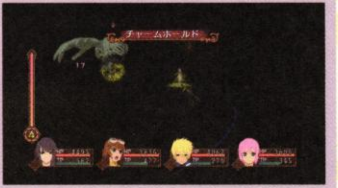
The Club Lieutenant has over 50,000 HP. Defeat it with Fatal Strike.

Oma → P444

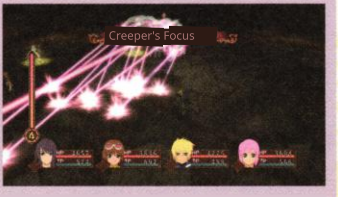
HP 410000 **種族** Magical Beast Type

Size: Extra Large Attributes: Fire Earth Wind Water Light Dark

Oma induces the Charm status with "Charm Hold", so equip the frontline with accessories that prevent status changes, such as "Laurel" or "Clona Symbol". When its HP decreases, it throws a huge energy orb forward and uses "Soa Gravity", which creates a field at the landing point that lowers defense and movement. However, the motion of throwing the orb is slow, and it will not hit if you are right up against it. If you have accessories that prevent status changes equipped, you can nullify the field and advance to counterattack. "Grievance-" and "Spread" repeatedly fire dispersing beams. They change direction while firing three shots in succession, so remain in guarding until they finish shooting.



It is dangerous if the frontline becomes Charmed. Since allies can be affected, prevent it in advance with accessories.



"Grievance Focus" concentrates a beam of light and fires it forward. Evade it by free-running.

・MONSTER DATA

Chief Bat → P434

HP 15200 Race Bird-type▼

Size: Medium Attributes: Fire Earth Wind Water Light

Pantam Ropage Junior → P445

HP 11200 Race: Plant-type A

Size: Small Attributes: Fire Earth Wind Water Light Au

Bantam Roper → P447

HP 31710 Race: Plant-type A

Size: Large Attributes: Fire Earth Wind Water Light

Club Lieutenant P449

HP 52343 Race: Aquatic-type A

Size: Medium Attributes: Fire Earth Wind Water Light

Herish → P457

HP 43241 Race: Inorganic type

Size: Small Attributes: Fire Earth Wind Water Light Aura

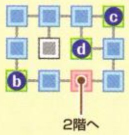
Osiris → P457

HP 62500 Race: Inorganic type

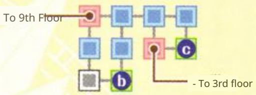
Size: Small Attributes: Fire Earth Wind Water Light

(Overlord Layer (Battle Map)

1st floor



2nd Floor


To 9th Floor
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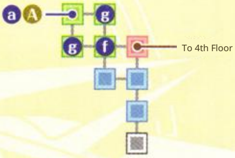
- To 3rd floor

3rd Floor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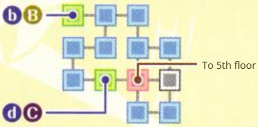
4th Floor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To 5th floor
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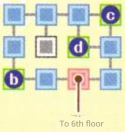
5th Floor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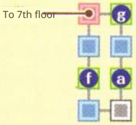
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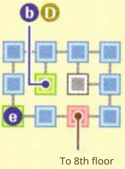
7th floor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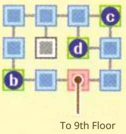
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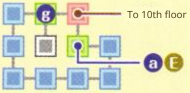
To 9th Floor

9th floor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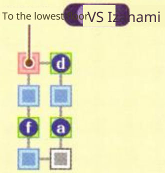
10th floor


To the lowest
VS Iz hami
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f
a

● Items obtainable from blue chests

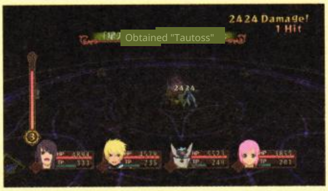
- a Apple Gummy (45%), Lemon Gummy (45%), Treat (10%)
- ① Apple Gummy (20%), Lemon Gummy (60%), Treat (20%)
- c Orange Gummy (20%), Pine Gummy (60%), Specific (20%)
- d Life Bottle (65%), Limits Bottle (10%), Spectacles (25%)
- ⓒ Mix Gummy (25%), Miracle Gummy (65%), Special Gummy (10%)
- 0 Mix Gummy (50%), Miracle Gummy (45%), Special Gummy (5%)
- ⑧ Orange Gummy (45%), Pine Gummy (45%), Specific (10%)

● Items obtainable from other treasure chests

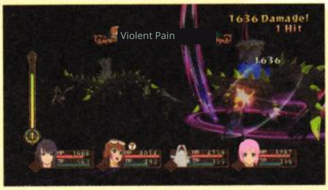
- ④ Patty — Main Weapon "Starblade Tautos"
- B Attachment "Rampaging Knight"
- C Judith — Main Weapon "Dragon Spear Dragnes"
- ① Attachment "Earring"
- ⑥ Repede — Main Weapon "Shishinomi-tama"

• Conquer the Overlord Layer Recommended Lv. 80

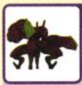
The Overlord Layer becomes explorable after clearing the scenario. Compared to the Azure Sky Layer and the Present Life Layer, enemies here are drastically stronger, so challenge it only after thoroughly raising your level in the Labyrinth of Reminiscence, the Azure Sky Layer, and the Present Life Layer. Note that proceeding in the order 1st floor → 9th floor → 10th floor is the shortest route for this layer, but because there are many valuable pieces of equipment, advance floor by floor. Of the enemies that appear, Sheol and Kuru are weak to water-attribute attacks, and the other enemies also have no resistance to water, so Rita's "Tidal Wave" is extremely effective. It is convenient to preassign the instruction to use only "Tidal Wave".



Many powerful weapons such as the "Star Sword Tautoss" and the "Dragon Spear Dragnes." Be careful not to miss any.



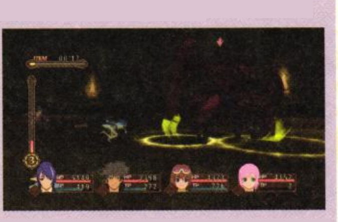
Against Light Roper and Light Roper Junior, it's best to attack mainly with dark-attribute spells.



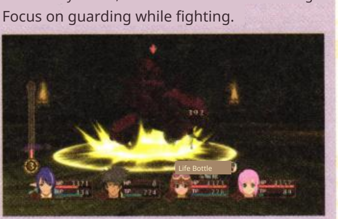
Izanami → P458

HP 550000 Race: Inorganic type

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light An enhanced version of Anubis (→P399) with significantly increased attack power. A tactic where the front line draws enemy attention while the back row repeatedly casts magic is effective. Enemy attacks like "Gatling Attack" and "Press" can induce stun, so equip front-line characters with "Piyonon" or "Claw Symbol." Also, set Rita's tactic OVL item to "Use Lv1" and turn ON the use of "Tidal Wave" and "Meteor Swarm" so Rita can spam spells starting from Overlimits Lv1 to deal massive damage.

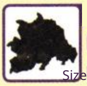


The "Frenzy Attack," which strikes the surrounding area, has high power. Focus on guarding while fighting.



"Press" generates a wide-ranging shockwave. Spread out the formation so allies are not caught in it.

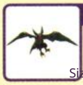
• MONSTER DATA



Slice Lugtanni → P430

HP 36034 Species: Beast-type

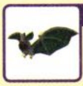
Size: Medium Attributes: Fire Earth Wind Water Light



Captain Bat → P434

HP 40642 Race: Bird-type

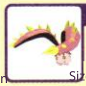
Size: Medium Attributes: Fire Earth Wind Water Light Ink



Captain Bat Junior → P437

HP 32086 Species: Bird-type V

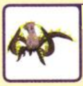
Size: Small Attributes: Fire Earth Wind Water Light Garden



Light Roper Junior → P445

HP 40642 Species: Plant-type A

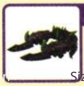
Size: Small Attributes: Fire Earth Wind Water Light Realm



Light Roper • P4

HP 59219 Race: Plant-type A

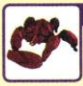
Size: Large Attributes: Fire Earth Wind Water Light



Crabble Captain P449

HP 64324 Species: Aquatic-type A

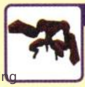
Size: Medium Attributes: Fire Earth Wind Water Light



Sheol → P457

HP 68172 Orb Inorganic Type

Size: Small Attributes: Fire, Earth, Wind, Water, Light, Ring



Kuru → P457

HP 82510 種族 Inorganic Type

Size: Small Attribute Fire Earth Wind Water Light Ring

(Beast Layer (Battle Map)

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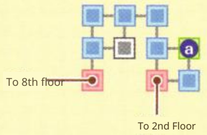
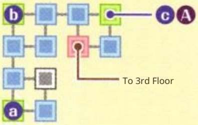

a
To 8th floor
To 2nd Floor

2nd Floor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To 3rd Floor
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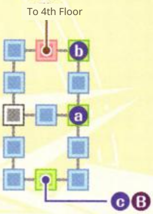
3階


To 4th Floor
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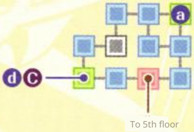
4th Floor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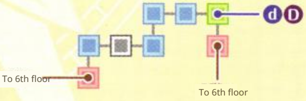
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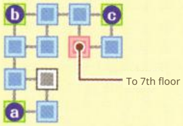
To 6th floor

6th Floor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To 7th floor
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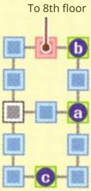
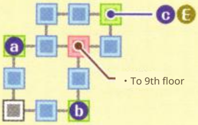
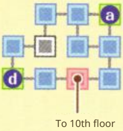
7th floor


To 8th floor
b
a
c

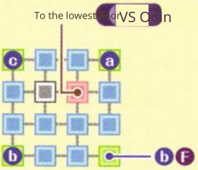
8階


c E
a
To 9th floor
b

9th floor


a
d
To 10th floor

10th floor


To the lowest floor
VS Odin
c
a
b
b F

●Items obtainable from blue chests

ⓐ Orange Gummi (20%), Pine Gummi (60%), Specific (20%)
6 Mix Gummi (25%), Miracle Gummi (65%), Special Gummi (10%)
© Life Bottle (65%), Limits Bottle (10%), Spectacles (25%)
ⓓ Apple Gummi (20%), Lemon Gummi (60%), Treat (20%)

● Items obtainable from other treasure chests

A Attachment "Partner Mask"
B Attachment "Kaketa Mask Kamen" (Heroic Mask)
C Attachment "Mask for Elites"
1. Raven main weapon "Dagshian Claw"
Ⓔ Fren main weapon "Light Emperor Sword Fierashius"
6. Rita main weapon "Infinity Line"

Beast Layer Strategy Recommended Lv. 90

The Beast Layer is nearly the same as the Overlord Layer in map size and enemy levels. The shortest route is to warp from the 1st floor to the 8th floor, then proceed one floor at a time down to the lowest level. Be careful of appearing enemies such as Major Bat, Major Bat Junior, Welter Roper, and Welter Roper Junior. These enemies are weak to fire, so Rita's "Crimson Flare" is effective. Note that Major Bat can use the water-attribute "Splash" and the wind-attribute "Wind Cutter." They often stop you from a distance, so equip armor that resists these attacks to counter them.

Physical attacks against Warwolf are hard to cause flinch. Defeat it using arts.

• Grand Thrasher
4552 Damage!
3 Hits

Welter Loper and Welter Lopage

■ "Grand Dasher" is also effective against Juniors.

Odin &lt;- P458

HP 750000 Race: Inorganic type

Size: Huge; Attributes: Fire, Earth, Wind, Water, Light The basic way to fight is the same as Izanami (→P403). While the vanguard draws the enemy's attention, have the rear guard repeatedly cast arts to deal damage. However, Odin has higher attack power than Izanami, so equip the vanguard with the skill "Defend" to boost physical defense. Also, Odin has a unique attack called "Final X Buster" that rains countless lasers over a wide area. Since the rear guard can take damage in some cases, keep an eye on your allies' HP. If Odin activates Over Limit, run away with free run.

238 Damage!
1 Hit

The attack methods are almost the same as Izanami. Be sure to equip the vanguard with accessories that prevent stun.

Getting hit by the "Final X Buster" will deal massive damage. Be sure to recover immediately with items.

• MONSTER DATA

Warwolf → P432

HP 70127 Species: Beas

Size: Large Att ute: Fire Earth Wind Water Light

Major Bat Junior → P437

HP 37125 Race: Bird-type V

Size: Small Attribute: Fire Earth Wind Water Light (Aura)

Welter Loper - P447

HP 70127 Race: Plant-type A

Size: Large Attribute: Fire Earth Wind Water Light (Aura)

Brynhilde • P457

HP 92541 Garden Inorganic-t

Size: Small Attributes: Fire Earth Wind Water Light Aura

Major Bat → P434

HP 50049 Race: Bird-type

Size: Medium; Attributes: Fire, Earth, Wind

, Water, Light; Welter-Ropa or P445

HP 51264; Race: Plant Type A

Size: Small; Attributes: Fire, Earth, Wind, Water, Light Aura

Yomi • P457

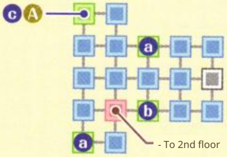
• P457

HP 72531; Inorganic Type

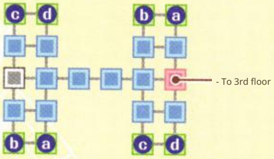
Size: Small Attributes: Fire, Earth, Wind, Water, Light, Aura

(Dead Layer (Battle Map))

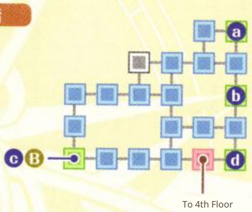
1階


c A
a
b
a
- To 2nd floor

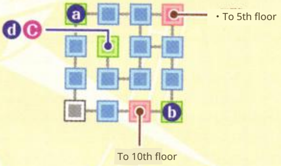
2nd Floor


c
d
b
a
- To 3rd floor
b
a
c
d

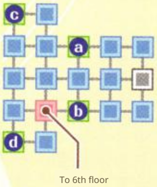
3階


a
b
c B
d
To 4th Floor

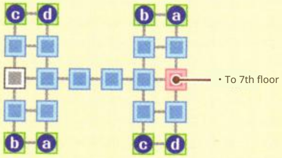
4階


d C
a
• To 5th floor
b
To 10th floor

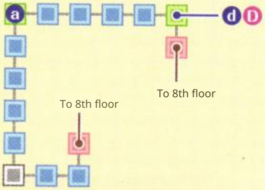
5th Floor


c
a
b
d
To 6th floor

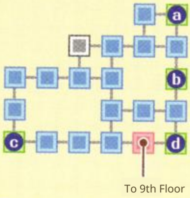
6th Floor


c
d
b
a
• To 7th floor
b
a
c
d

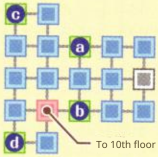
7th floor


a
d D
To 8th floor
To 8th floor

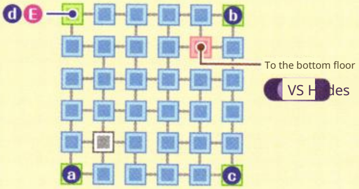
8階


a
b
c
d
To 9th Floor

9th floor


c
a
b
d
To 10th floor

10th floor


d E
b
To the bottom floor
VS H des
a
c

●Items obtainable from blue chests

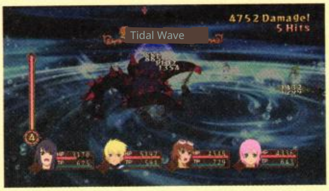
◎ Orange Gum (20%), Pine Gum (60%), Specific (20%)
6 Mix Gum (25%), Miracle Gum (65%), Special Gum (10%)
© Life Bottle (65%), Limits Bottle (10%), Spectacles (25%)
① Apple Gum (20%), Lemon Gum (60%), Treat (20%)

●Items obtained from other treasure chests

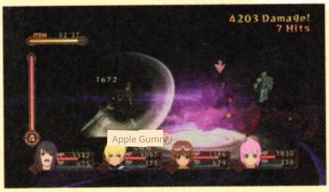
Ⓐ Attachment "Shoulder Shield"
⑥ Attachment "Rampage Extra-Large Little One"
C Estelle Main Weapon "Heart of Hearts"
① Karol Main Weapon "Hinotama Hi-Ya"
E Yuri Main Weapon "Demonic Sword Onibikari"

Dead Man's Layer攻略 Recommended Lv.110

The Dead Man's Layer is the largest battle map within the Shrine of the Looking Glass and forces prolonged exploration. The 10th floor in particular consists of 35 combat areas, so check the exit positions in advance and proceed via the shortest route to the lowest level. Among the appearing enemies, Valhalla and Orpheus are dangerous. These enemies absorb all elements, so elemental attacks—whether artes or skills—will heal their HP. Furthermore, Valhalla has high physical and magical defense, so mediocre magic won't be effective. Equip a non-elemental weapon and aim for Fatal Strike.



Except for Valhalla and Orpheus, use "Tidal Wave" as your main attack.

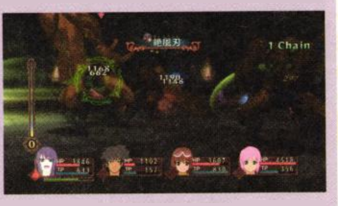


The Club Admiral is also quite a formidable foe. With magic, stagger them and then finish with combos.

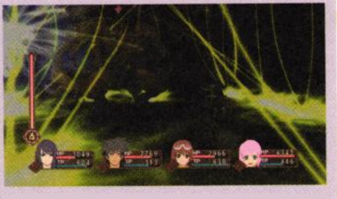
Hades &lt;- P459

HP 950000 **種族** Inorganic Type

Size: Extra Large Attributes: Fire, Earth, Wind, Water, Light Two Orpheuses appear simultaneously with Hades. Defeating the Orpheuses comes first, but they absorb elemental attacks, so it's best to attack with non-elemental Artes/Techniques. However, when their HP decreases they recover with "All Repair," so focus on reducing the FS gauge and finish them with a Fatal Strike. Hades' attack methods are similar to Odin (P405). However, due to his high stats, being hit carelessly can often result in instant incapacity. Preemptively have Estelle cast "Revive" on allies.



Orpheus has high HP and magic defense. It's best to defeat it with a Fatal Strike.



If hit repeatedly by “Final X Buster” your HP will drop rapidly. Heal quickly.

• MONSTER DATA

Caniel Bat → P435

HP 74501 Race: Avian Type

Size: Medium. Attributes: Fire, Earth, Wind, Water, Light, Ring

Canell Bat Junior → P437

HP 50124. Race: Bird Type V

Size: Small. Attributes: Fire, Earth, Wind, Water, Light, Ring

Middle Lope Junior → P446

HP 68403. Race: Plant Type A

[Size: Small. Attributes: Fire, Earth, Wind, Water, Light, Garden

Middle Loaper → P447

HP 94576 Race: Plant Type A

Size: Large. Attributes: Fire, Earth, Wind, Water, Light, Garden

Club Admiral → P4

HP 84561 Race: Aquatic Type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Chimera Sister → P454

HP 94144 Race: Insect Type V

Size: Medium Attribute Fire, Earth, Wind, Water, Light, Garden

Valhalla → P457

HP 68330 **種族** Inorganic Type

Size: Small Attributes: Fire Earth Wind Water Light Aura

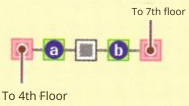
Orpheus •P457

HP 78330 Environment: Inorganic-type

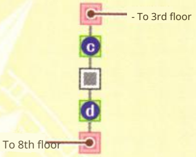
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

(Underworld Bottom Layer (Battle Map))

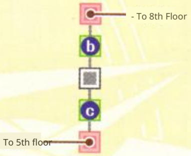
1階


To 7th floor
a
b
To 4th Floor

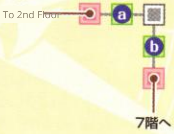
2nd Floor


- To 3rd floor
c
d
To 8th floor

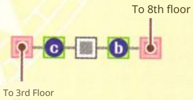
3階


- To 8th Floor
b
c
To 5th floor

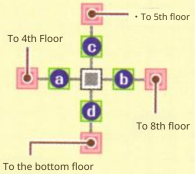
4th Floor


To 2nd Floor
a
b
7階へ

5階

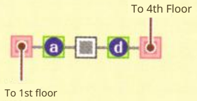

To 8th floor
c
b
To 3rd Floor

6階

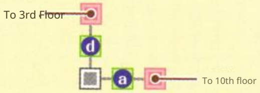

• To 5th floor
To 4th Floor
c
a
b
d
To 8th floor
To the bottom floor

VS S ral Draco

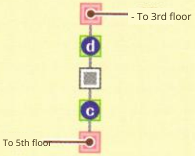
7th floor


To 4th Floor
a
d
To 1st floor

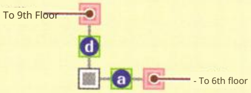
8th Floor


To 3rd Floor
d
a
To 10th floor

9th floor


- To 3rd floor
d
c
To 5th floor

10th floor


To 9th Floor
d
a
- To 6th floor

●Items obtainable from blue chests

ⓐ Orange Gummi (20%), Pine Gummi (60%), Specific (20%)

6 Mix Gummies (25%), Miracle Gummies (65%), Special Gummies (10%)

© Apple Gummies (20%), Lemon Gummies (60%), Treat (20%)

⑩ Life Bottle (65%), Limits Bottle (10%), Spectacles (25%)

Lower Abyssal Layer Strategy

Recommended Lv 140

The battle map of the Abyssal Bottom layer has a complex structure that goes up and down between floors. There are no chests other than the blue ones, so explore while checking the shortest route and the map below. Newly appearing enemies are high level (Lv. 170 or above), and many have HP exceeding 100,000. Repeating Rita's "Tidal Wave" and aiming for Fatal Strike is an effective tactic, but do not use it against Heavy Looper and Heavy Looper Junior, which absorb water attributes. Also, the boss Spiral Draco is immune to Magic Equipment, so challenge it with a different weapon.

Grand Chariot
6358

Chimera Brother and Blood Claw Wolf have high attack power. Defeat them from a distance using magi

- c. Shortest route to proceed to the bottom layer

1st floor → 4th floor 2nd floor 8th floor 10th floor → 6th floor → bottom layer

MONSTER DATA

Blood Claw Wolf P432 →

HP 101230 Race: Beast type≫

Size: Large Attributes: Fire Earth Wind Water Light Nature

General Bat →P435

HP 94541 Bird type

Size: Medium Attributes: Fire Earth Wind Light Aura

General Bat Junior -> •P437

HP 60456 Race Bird-type

Size: Small Attributes: Fire Earth Wind Water Light Dark

Heavy Looper Junior → P446

HP 74565 Race: Plant type A

Size: Small Attributes: Fire Earth Wind Wa Dark

Heavy Looper → P447

HP 101230 Race: Plant-type A

Size: Large At butes: Fire Earth Wind Water Light Aura

Chimera Brother → P454

HP 134540 Race: Insect Type V

Size: Medium Attributes: Fire, Earth, Wind, W ght, Garden

- Spiral Draco

- VS Spiral Draco Tutorial

Bravery Muketsu:

S Draco-C Head → P444

HP 1 00000 Race: Demonic Creature Type

Size: Extra Large Attributes: Fire Earth Wind Water Light Dark

S-Draco -L Head •P444

HP 620000 Demonic Creature Type

Size: Extra Large Attributes: Fire Earth Wind Water Light Dark

S-Draco -R Head →P444

HP 620000 Race: Demonic Creature Type

Size: Extra Large Attributes: Fire Earth Wind Water Light Dark

S-Draco Body P444 → P444

HP 4 20000 種族 Magical Beast Type

Size: Extra Large Attributes: Fire Earth Wind Water Light Dark

S-Draco -L Tail → P444

HP 270000 種族 Magical Beast Type

Size: Extra Large Attributes: Fire Earth Wind Water Light Dark

S-Draco -R Tail → P445

HP 270000 種族 Magical Beast Type

Size: Extra Large attribute Fire, Earth, Wind, Water Light Dark

Spiral Draco has six attackable parts. You can defeat it by destroying all parts, but the C Head can revive other parts with "Raise Dead," so defeating the C Head is key to the strategy. However, the C Head is positioned high and is hard to reach, so you should first destroy the body to lower the enemy's posture. A concrete method is to set Rita's "OVL" in tactics to "Use Lv1" and turn ON only "Meteor Swarm." Taunt with "Appeal" equipped to build up the OVL gauge, then repeatedly use "Meteor Swarm." After this destroys the body, concentrate attacks on the C Head before the revived parts come back. Note that magic has no effect on the C Head, so inflict damage using other attack methods.

After destroying the body, from Overlimit use "Zetsu "Wind Blade" repeatedly.

Enemy · Battle Voice 1

Here, we introduce the voices of the bosses who stand in Yuri and the others' way. You can only meet Rubran in the arena.

Adecorr

Overlimit activation	Uruaaa! It's me—!
Use Mystic Arte	Heave-ho! / Hyah!/ Knight Corps Secret Art!
	Shunjinken (瞬迅剣)! it is
	Chirisazame (散沙雨)! it is
Ki-en	I... can't eat anymore
HP 25% or below	This is... bad!
Defeat	You're weak!
Defeat	Gyaaaa! That is how it is!

Bokkosu

Over Limit activated	Seiya! It is so!
Use Mystic Arte	Heave-ho!/Unu!/Knights' Order Technique!
	Senpūsō (Whirlwind Spear)! It is so!
	Raid (Hōshūgeki)! It is so!
Ki-en	I can't see anything
HP 25% or below	No problem! Probably!
Defeat	I'm still not trained enough!
Vanquished	Gyaaah!

Leblanc

Over Limits activated	—don't expect any sympathy if you cry!
Use Artes/Techniques	Devil Sword!
	Swift Blade!
	Twin Fang Slash!
	Makoujin (Demon Emperor Blade)!
	Shishi Senkō! (Lion War Cry)
	Take this!
	You fool!
Ki-en	Th-this...しき
HP 25% or below	I won't fall yet!
Defeat	You scum, you're under arrest!!
Defeat	What a disgrace......

Schwann

Overlimits activation	I press forward!
Use Artes/Techniques	Wanna try it / Can you withstand it / What's wrong?
	Can you see?
	Let's go!
	Can you dodge this?
	Blow away!
	Scatter
	How about this?
	Wind, tear them apart — Wind Cutter!
	Raise the storm, spring gale — Farewell!
	Receive it, the silver embrace, Inverno!
Stun	Ugh......
HP 25% or below	Hah, as expected. But!
Defeat	......Farewell......
Defeat	...Hah...at last, huh......
Secret mission accomplished.	Guaaoh! A splendid job...!

Alexei

Overlimits activated.	Know yourself as a fool (gubutsu).
Use Artes/Techniques	Bow down! / Dance madly! / Cry out!
	Fūga (Wind Fang)! Kōryūsō (Light Dragon Spear)!
	Kizamu! Jiren Bakushō (Time-Tempering Explosive Hammer)!
	Shugo Hyōsōjin (Guardian Ice Spear Formation)!
	Haja Chiryūjin (Demon-Dispelling Earth Dragon Formation)!
	Tōga Shōreppa (Frozen Fang Shatter Break)!
	Gleaming flame (homura) fierce strike Fireball
	The faint murmur of the earth Stone Blast
	The covetous dark world (ankai) descends here, shattering his wickedness Violent Pain
	The godly sword, embodiment of light, pierces you, the benighted (mōmai) Thunder Blade
	The pulse of the earth, using its body as a sacrifice to smash the enemy! Grand Dasher
	"Holy drops, pour down and grant me power — Holy Rain
	A torrent of madness and greed, surging like a swirling storm (senran)"
	(Sakamaku)! Tidal Wave
"Faint	...Mr. Kyo...you trash...
HP 25% or below	How dare you, you fool...!
Defe	"Is arrogance due to youth... how pitiable"
Defeated	You guys are... finished already......
Secret mission accomplished.	Guh... you really did it!

Zagi

Over Limit activated	I'll kill you! — this is getting fun! Burn out!
Use Mystic Arte	Drop... / Die... / Drop dead...
	Go fall! Drop dead!/Drop dead!
	Chūha Yuugeki (Aerial Conquest Strike)!
	Chūha Rakuyō (Aerial Sunset Fall)!
	Kokuin Jūji (Inscription Cross)!
	Hōsō Shōgeki (Wandering Impact)!
	Dakkatsu Rairen (Seizing Thunder Chain)!
	Mōshin Yonren (Fierce Four-Combo)!
	Hiyō Honpo (Flying Leaf Flip-Step)!
	Kūha Tokkō (Air-Break Special Assault)!
	Senkū Reppa (Flash Sky Rending)!
	Lament!/Expose!/Scatter!
	Go!
	Above, up!
	I'll tear you apart!
	Fall flat on your face!
	Wide open!
	Brace your stomach!
	Too slow!
	I'll push through!
	Hyahaha!
	Got an opening!
	Stab!
	I'll chew you to the bone!
	I'll reduce you to zero!
	Can't be stopped!
	Hahahahaha!/ Fuhahahahaha!/ Hyahaaa!
	Not yet, not yet, not yet, not yet, not yet......
Faint	It's been a while, this feeling......
	Ah... this feeling is so good...
	Fufufufufu...
HP 25% or below	Uha...! Hah-ha...!
	Come on, come on, come on!!!
	It's from here.
Defeat	Is this the end, huh, pathetic......
	Get up! Stand and satisfy meee!
	Hya ha ha ha ha! Hya ha ha ha ha!
Defeat	Ugh... Ha ha, hahahaha!!
	Heh heh heh...... Aah hahahaha!!
	Aah hahahaha!!
Secret Mission 4 Achieved	Heh heh heh, you did it, you bastard!
Secret Mission 9 Accomplished	I'll kill you!
Secret Mission 15 Completed	Fufufufu—this is perfect for a handicap!
Secret Mission 24 Completed	Haa... Haa... haa...

Balbos

Over Limit activated	— not by something like this!!
Use Artes/Techniques	Arghhh!/ Get out of the way!/ Uraaah!
	I'll blast you away!
	Go out in a blaze!
	You won't get away!
	Doryaaah!
	Hammer Impact! / Die!
	Seiyah!!
	Hellhammer! / Get up!
	"Hammer Roll! Take this!"
	"Head Shock! Shatter to pieces!"
	"Macabre Hammer! Become mince!"
	"You minions!"
	Whole roast! "Evil Eye of the Brave (Mosa no Jagan)!"
Stun	"Damned brats..."
HP 25% or below	"I never thought I would be cornered..."
"Defeat"	"You crafty flies! You thought you could beat me!
Defeat	No... this can't be..."
"Secret mission accomplished.	Damn, they did it... I won't forgive them!!"

DATA

Tales of Vesperia REMASTER PERFECT GUIDE

〇Data

●Monster Data·

D A T A

Data for all 481 monsters are listed in the Library's "Monster Bestiary" in order. Use it to help complete the bestiary and for攻略.

●How to Read Monster Data

242 Fire Spirit ③ ☀

4_v. 31 Species: Demon/Undead Type≫

⑥ Size: Medium 7 Attribute: Fire/Earth Mizumitsu Garden

8 Appearance: Kogol Desert (→P184)

EXP 79 LP ⑨ 4 Gald 194

HP	7272
TP	189
Physical Attack	345
物防 ⑩	420
Magical Attack	264
Magical Defense	180
"Agility	105

落 Flay Stone	30%	10%
落 Seashell	15%	10%
盗 Flay Stone ⑪	25%	–
–	–	–
–	–	–

① Appearance of Monsters

② The ID shown in the Monster Encyclopedia and the monster's name

③ The weather in which that monster appears. Icons are shown only for monsters that appear exclusively under specific weather conditions

☀	Sunny	🌙	Ni	☂	Rai
☁	Cloudy	❄	ght Snow	🌪	Sandstorm

④ The level indicating the monster's strength. Higher numbers mean stronger Values are large

6 The monster's race. Also shows Fatal Strikes that are effective against that race

⑥ The size indicating the monster's body. Affects the effectiveness of certain skills

⑦ The monster's resistances to all six attributes. "Resistance," which reduces damage taken compared to normal, is shown in red; conversely, "Weakness," which increases damage taken, is shown in blue; "Absorb," which heals the enemy's HP when hit by that attribute, is shown in green

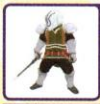
8 The monster's main appearance location Parentheses indicate s. Page showing the appearance locations

⑨ EXP (experience), LP, and Gald obtained when defeating that monster. If a monster is finished off with a Fatal Strike, EXP and LP are slightly increased as a bonus

⑩ The monster's stats (for the "Normal" combat rank). See page 24 for the meaning of each item

① Items held by that monster Things that can 落 potentially be obtained when you defeat the monster. The percentage value on the left is the base probability, and if you finish it with a Fatal Strike, the percentage value on the right is added. : Items that can be stolen with Lapid's special skill "Rover Item" or the skill-alteri 盗 ng technique "Snatch Item." The percentages indicate those probabilities

Rewards obtained when you complete an S Secret Mission



0 Knight Fencer

Lv. 5 [Race: Humanoid AV

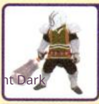
Size: Medium Attributes: Fire Earth Wind Water Light Dark

Appears: Zaphias Castle (→P152)

EXP 15 LP 3 Gald 24

HP	560
TP	30
Physical	72
Physical Defense	124
Magical Attack	32
Magical Defense	28
Agility	24

落 Knight's Spring	20%	10%
落 Iron Hilt	25%	10%
落 Apple Gummi	15%	10%
盗 Iron Hilt	25%	–
–	–	–



1 Knight Garter

Lv. 32 Race: Humanoid AV

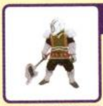
Size: Medium Attributes Fire Earth Wind Water Light Dark

Appears: Throat of Ca (→P219)

EXP 109 LP 4 Gald 184

HP	10456
TP	169
Physical Attack	379
Physical Defense	324
Magical Attack	226
Magical Defense	108
Agility	169

落 Knight's Spring	30%	10%
Day: Silver Coin	25%	10%
落 Knight's Holy Deep Water	20%	10%
Day: Silver Coin	25%	–
–	–	–



2 Night Warrior

Lv. 40 Race: Humanoid AV

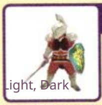
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appearance Forgotten Temple Baktion (→P246)

EXP 148 LP 3 Gald 444

HP	13200
TP	123
Physical Attack	455
Physical Defense	356
Magical Attack	105
Magical Defense	120
Agility	130

Knight's Spring	25%	10%
Iron Hilt	20%	10%
Apple Gummy Drop	25%	10%
Iron Hilt	25%	–
–	–	–



3 Knight Fencer A

Lv. 47 Race: Humanoid AV

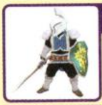
Size: Medium Attributes: Fire, Wind, Water, Light, Earth

【Appearance Zaphias Castle (→P264)

EXP 251 LP 4 Gald 520

HP	22568
TP	119
Physical	533
Physical Defense	402
Magical Attack	177
Magical Defense	224
Agility	149

Knight's Holy Deep Water	25%	10%
Iron Hilt	20%	10%
Orange Gummy	10%	10%
Zephyros	5%	20%
Knight's Holy Deep Water	25%	–



4 Night Fencer F

Lv. 34 Race: Humanoid AV

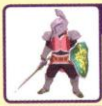
Size: Medium Element Fire Earth Wind Water Light

Appears: Throat of Ca (→P219)

EXP 117 LP 4 Gald 232

HP	10603
TP	142
Physical Attack	402
Physical Defense	317
Magical Attack	187
Magical Defense	134
Agility	178

Knight's Holy Deep Water	60%	10%
Iron Hilt	15%	10%
Orange Gummy	10%	10%
Knight's Holy Deep Water	25%	–
–	–	–



5 Night Fencer K

Lv. 26 Race: Humanoid AV

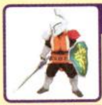
Size: Medium Element: Fire Mizumitsu Garden

Appearance: New City Helic (→P210)

EXP 99 LP 4 Gald 2200

HP	6800
TP	157
Physical	289
Physical Defense	254
Magical Attack	122
Magical Defense	87
Agility	124

Drop: Holy Deep Water of Knight	30%	10%
Iron Hilt	30%	10%
Orange Gummy	15%	10%
Knight's Holy Deep Water	25%	–
–	–	–



6 Night Fencer S

Lv. 42 Race: Humanoid AV

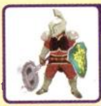
Size Medium Attributes Fire Earth Wind Water Light

Appear Forgotten Temple Paktion (→P246)

EXP 156 LP 4 Gald 460

HP	15280
TP	140
Physical Attack	468
Physical Defense	366
Magical Attack	209
Magical Defense	258
Agility	217

Knight's Holy Deep Water	30%	10%
Iron Hilt	30%	10%
Orange Gummy	15%	10%
Mochimocchin Powder	15%	10%
Geo Stone	25%	–



7 Night Warrior A

Lv. 50 Race: Humanoid AV

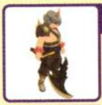
Size: Mediun Attributes: Fire, Earth, Wind, Water, Light, Garden

Appear Zaude Unassai (→P268)

EXP 285 LP 4 Gald 771

HP	26899
TP	99
Physical	568
Physical Defense	435
Magical Attack	122
Magical Defense	298
Agility	110

Knight's Holy Deep Water	30%	10%
Iron Hilt	20%	10%
Lemon Gummi	15%	10%
Falling Rice	15%	10%
Iron Hilt	25%	–



8 Grain

Lv. 34 Race: Humanoid AV

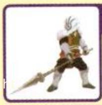
Size: Medium Attributes: Fire Earth Wind

Appearance: Arena City Nodepolica (→P230)

EXP 133 LP 4 Gald 216

HP	9900
TP	188
Physical Attack	377
Physical Defense	310
Magical Attack	144
Defense	125
Agility	175

Monster Bone	20%	10%
Potato	15%	10%
Demon-Hunting Wine	20%	–
–	–	–
–	–	–



9 Night Lancer

Lv. 5 Race: Humanoid AV

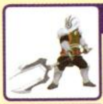
Size: Medium Attribute: Fire, Map; Water, Light, Mouth

Appears: Zaphias Castle (→P152)

EXP 16 LP 3 Gald 23

HP	520
TP	20
Physical	77
Physical Defense	112
Magical Attack	28
Magical Defense	25
Agility	20

Knight's Spring	20%	10%
Iron Tip	25%	10%
Orange Gummy	10%	10%
Iron Tip	25%	–
–	–	–



10 Night Catcher

Lv. 34 Race: Humanoid AV

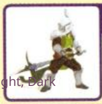
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears: Throat of Cados (→P219)

EXP 107 LP 4 Gald 219

HP	10234
TP	135
Physical Attack	365
Physical Defense	333
Magical Attack	178
Magical Defense	145
Agility	154

Knight's Spring	30%	10%
Iron Tip	20%	10%
Orange Gummy	15%	10%
Knight's Holy Deep Water	20%	10%
Iron Tip	25%	–



11 Night Halberd

Lv. 25 Race: Humanoid AV

Size: Medium Attribute: Fire, Earth, Illumination, Light-Catching Net

Ship: Opening Arena (→P352)

EXP 70 LP 3 Gald 1[illegible]4

HP	5300
TP	126
Physical Attack	265
Physical Defense	293
Magical Attack	68
Defense	76
Agility	73

–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

● Monster Data / Humanoid

12 Knight Halberd A

Lv. 40 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Aura
Appears in Forgotten Temple Paktion (→P246)
EXP 167 LP 4 Gald 344

HP	13600
TP	126
Physical Attack	485
Physical Defense	378
Magical Attack	256
Magical Defense	269
Agility	151

Knight's Holy Deep Water	15%	10%
Iron Tip	25%	10%
Lemon Gummi	10%	10%
Night Sword	20%	10%
Iron Tip	25%	–

13 Knight Halberd F

Lv. 34 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears: Throat of Ca (→P219)
EXP 112 LP 4 Gald 242

HP	11064
TP	125
Physical Attack	400
Physical Defense	331
Magical Attack	187
Magical Defense	102
Agility	210

Knight's Holy Deep Water	60%	10%
Iron Tip	25%	10%
Iron Tip	25%	–
–	–	–
–	–	–

14 Erunger

Lv. 26 Race: Humanoid AV
Size: Medium Attribu Fire Area Water Wind Light Garden
Appearance City Node Polika (→P218)
EXP 80 LP 4 Gald 170

HP	9400
TP	110
Physical Attack	314
Physical Defense	222
Magical Attack	115
Magical Defense	145
Agility	164

Knight's Holy Deep Water	35%	10%
Iron Tip	25%	10%
Drop Pine Gummy	15%	10%
Bread	15%	10%
Pine Gummi	25%	–

15 Elunger (Group Battle)

Lv. 60 Race: Humanoid AV
Size: Medium Attributes: Fire District Water Light Garden
Present Opening Arena (→P361)
EXP 80 LP 4 Gald 170

HP	52400
TP	324
Physical	830
Physical Defense	790
Magical Attack	290
Magical Defense	312
Agility	204

Knight's Holy Deep Water	35%	10%
Iron Tip	25%	10%
Pine Gummi	15%	10%
Dropped: Bread	15%	10%
Pine Gummi	25%	–

16 Reminiscence Elnger

Lv. 60 Race: Humanoid AV
Size: Medium Attributes: Fire, Wind, Water, Light, Earth
Appears Reminiscence (→P382)
EXP 10000 LP 10 Gald 5000

HP	79600
TP	324
Physical Attack	830
Physical Defense	790
Magical Attack	290
Magical Defense	312
Agility	204

Knight's Holy Deep Water	35%	10%
Iron Tip	25%	10%
Pine Gummi	15%	10%
Pine Gummi	25%	–
–	–	–

17 Night Lancer A

Lv. 48 Race: Humanoid AV
Size: Medium Attributes Fire Earth Wind Water Light
Appears: Zaphias Castle (→P264)
EXP 243 LP 4 Gald 616

HP	20007
TP	193
Physical Attack	516
Physical Defense	389
Magical Attack	210
Magical Defense	312
Agility	173

Knight's Holy Deep Water	25%	10%
Heggon Iron Spear Tip	30%	10%
Life Bottle	20%	10%
Milk	15%	10%
Iron Spear Tip	30%	–

18 Night Lancer K

Lv. 25 Race: Humanoid AV
Size: Medium Attributes: Fire Earth Wind Water Light Dark
Appearance: Emerging City Heliod (→P210)
EXP: 77 LP 3 Gald: 2000

HP	6200
TP	144
Physical Attack	277
Physical Defense	299
Magical Attack	87
Magical Defense	122
Agility	98

Knight's Holy Deep Water	25%	10%
Iron Tip	30%	10%
Drop Life Bottle	20%	10%
Iron Tip	30%	–
–	–	–

19 Night Lancer S

Lv. 40 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Win
Appearance Forgotten Temple Baktion (→P246)
EXP: 145 LP 4 Gald: 446

HP: 13225	
TP	123
Physical Attack	478
Physical Defense	369
Magical Attack	210
Magical Defense	108
Agility	222

Knight's Holy Deep Water	25%	10%
Iron Tip	25%	10%
Mix Gummy	25%	10%
Egg	15%	10%
Life Bottle	25%	–

20 August

Lv. 50 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water,
[Battle Arena (→P353)
EXP 0 LP 3 Gald 0

HP	23400
TP	276
Physical	522
Physical Defense	403
Magic Attack	186
Magic Defense	157
Agility	246

Iron Tip	30%	10%
Iron Tip	30%	–
–	–	–
–	–	–
–	–	–

21 Rai

Lv. 35 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Rotation
Appearance: Coliseum City Nodepolica (P230)
EXP 140 LP 3 Gald 230

HP	11500
TP	130
Physical	412
Physical Defense	366
Magical Attack	50
Magical Defense	66
Agility	100

Demon-Hunting Wine	35%	10%
Rice	15%	10%
Monster Bone	20%	–
–	–	–
–	–	–

22 Bandit (1)

Lv. 18 Race: Humanoid AV

Size: Medium Attribute: Fire Earth Wind Water Light Dark

Appearance: Gear Tower Dark Gasfarost (→P206)

EXP 36 LP 4 Gald 111

HP	3100
TP	67
Physical Attack	192
Physical Defense	170
magical attack	79
Magical Defense	81
Agility	121

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–	–	–
–	–	–
–	–	–

23 Bandit (2)

Lv. 21 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Appearance: Gear Tower Gasfarost (→P203)

EXP 57 LP 4 Gald 134

HP	3300
TP	91
Physical Attack	243
Physical Defense	270
Magical Attack	108
Magical Defense	91
Agility	128

Broken Dagger	25%	10%
Toruby Water	15%	10%
Egg	15%	10%
Broken Dagger	25%	–
–	–	–

24 Reminiscence Bandit

Lv. 58 Race: Humanoid AV

Size: Medium Attribute: Fire Earth Wind Water Light Ring

Appearance: Reminiscence Labyrinth (→P388)

EXP 3000 LP 4 Gald 15[illegible]0

HP	16500
TP	421
Physical Attack	582
Physical Defense	547
Magical Attack	304
Magical Defense	182
Agility	220

Broken Dagger	25%	10%
Toruby Water	15%	10%
Broken Dagger	25%	–
–	–	–
–	–	–

25 Jugem

Lv. 26 Race: Humanoid AV

Size: Medium Attribute: Fire Water Light Garden

Appearance: Arena City Nodopolica (→P218)

EXP 59 LP 4 Gald 133

HP	12544
TP	71
Physical	340
Physical Defense	260
Magical Attack	112
Magical Defense	100
Agility	143

Broken Dagger	25%	10%
Lettuce	15%	10%
Broken Dagger	25%	–
–	–	–
–	–	–

26 Jugem (Group Battle)

Lv. 60 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Water, Light, Garden

Appearance: O (→P361)

EXP 59 LP 4 Gald 133

HP	57500
TP	244
Physical Attack	708
Physical Defense	712
Magic 攻	680
Magical Defense	666
Agility	450

Broken Dagger	25%	10%
Fall Lettuce	15%	10%
Broken Dagger	25%	–
–	–	–
–	–	–

27 Reminiscence Jugem

Lv. 61 Race: Humanoid AV

Size: Medium; Attributes: Fire, Duke Country, Water Mouth

Appears Reminiscence (→P382)

EXP 10000 LP 10 Gald 5000

HP	74800
TP	244
Physical Attack	798
Physi	712
Magical Attack	680
Magical Defense	666
Agility	450

Broken Dagger	25%	10%
Broken Dagger	25%	–
–	–	–
–	–	–
–	–	–

28 Rogue

Lv. 22 Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light

Location: Swendar Archip (→P128)

EXP 50 LP 4 Gald 108

HP	5962
TP	99
Physical Attack	210
Physical Defense	187
Magic Attack	106
Magical Defense	104
Agility	126

Broken Dagger	30%	10%
Drop Life Bottle	15%	10%
Broken Dagger	25%	–
–	–	–
–	–	–

29 Thief

Lv. 15 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Darkness

Location: Mulrokia Peninsula - East (→P128)

EXP 47 LP 4 Gald 64

HP	2000
TP	68
Physical	180
Physical Defense	178
Magical Attack	79
Magical Defense	56
Agility	99

Broken Dagger	30%	10%
Apple Gummi	15%	10%
Life Bottle	15%	10%
Dropped: Bread	15%	10%
Broken Dagger	25%	–

30 Sand Sheep

Lv. 31 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Appearance: Mother Cados Mountain Range · Northern Desert (→P128)

EXP 100 LP 4 Gald 184

HP	8600
TP	99
Physical	356
Physical Defense	245
Magical Attack	196
Magical Defense	178
Agility	172

Broken Dagger	35%	10%
Falling Dez work sand gold	25%	10%
Drop Life Bottle	15%	10%
Mochimocchin Powder	15%	10%
Takemikazuchi	20%	–

June 31

Lv. 38 Race: Humanoid AV

Size: Medium Attribute: Fire, Virtue, Wind, Water, Light, Garden

Number: Ar (→P352)

EXP 120 LP 3 Gald 455

HP	17500
TP	242
Physical Attack	420
Physical Defense	326
Magical Attack	120
Magical Defense	168
Agility	324

Broken Dagger	20%	10%
Desue Iron Sand	25%	10%
Dezue Iron Sand	25%	–
–	–	–
–	–	–

● Monster Data / Humanoid

32 Pre

Lv. 53 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears: Elealumin Quartz Forest (→P277)
EXP 422 LP 3 Gald 659

HP	28611
TP	251
Physical Attack	642
Physical Defense	400
Magical Attack	444
Magical Defense	407
Agility	295

Broken Dagger	20%	10%
Demon-Hunting Wine	35%	10%
Panacea Bottle	15%	10%
Milk	15%	10%
Demon-Hunting Wine	25%	–

33 Soja

Lv. 35 Race: Humanoid AV
Size: Medium Attribute: Fire, Earth Mizumitsu Garden
Appears: Temza M (→P234)
EXP 123 LP 3 Gald 247

HP	10456
TP	155
Physical Attack	412
Physical Defense	322
Magical Attack	188
Magical Defense	264
Agility	199

Broken Dagger	25%	10%
Demon-Hunting Wine	30%	10%
Air Stone	25%	10%
Potato	15%	10%
Demon-Hunting Wine	25%	–

34 Pepe

Lv. 34 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears Arena (→P231)
EXP 99 LP 4 Gald 246

HP	10087
TP	151
Physical	388
Physical Defense	288
Magical Attack	160
魔 Defense	188
Agility	194

Broken Dagger	30%	10%
Demon-Hunting Wine	25%	10%
Demon-Hunting Wine	25%	–
–	–	–
–	–	–

35 Seagle

Lv. 60 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
出 Present Opening Arena (→P353)
EXP 0 LP 3 Gald 0

HP	31200
TP	208
Physical Attack	562
Physical Defense	536
Magical Attack	326
魔 Defense	205
Agility	267

Broken Dagger	35%	10%
Demon-Hunting Wine	20%	10%
Mix Gummy	25%	10%
Dropped: Panacea Bottle	20%	10%
Demon-Hunting Wine	25%	–

236 Soldier

Lv. 23 Race: Humanoid AV
Size: Medium Attributes: Fire, Wind, Water, Light, Garden
Appearance: Gear Tower Gasfarost (→P203)
EXP 52 LP 4 Gald 195

HP	4200
TP	89
Physical	255
Physical Defense	300
Magical Attack	103
Magical Defense	48
Agility	78

Dropped: Monster Bone	25%	10%
Lemon Gummi	15%	10%
Fall Milk	15%	10%
2 Monster Bones	25%	–
–	–	–

37 Soldier of Reminiscence

Lv. 59 Race: Humanoid AV
Size: Medium Attribute: Fire / Earth Water / Light
Appears Reminiscence (→P388)
EXP 3000 LP 4 Gald 1500

HP	20000
TP	272
Physical Attack	654
Physical Defense	600
Magical Attack	188
Magical Defense	104
Agility	122

Monster Bone	25%	10%
Lemon Gummi	15%	10%
Monster Bone	25%	–
–	–	–
–	–	–

38 Joan

Lv. 28 Race: Humanoid AV
Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark
Appearance: Arena City Nodopolica (→P218)
139 EXP 120 LP 4 Gald 196

HP	13450
TP	139
Physical Attack	276
Physical Defense	195
Magic Attack	115
Magic Defense	85
Tax excluded	161

Dropped: Monster Bone	25%	10%
Pine Gummi	25%	10%
Four Strength Orbs	25%	10%
落 Tsurugi	100%	–
Tomato	25%	–

39 Joan (Group Battle)

Lv. 60 Race: Humanoid AV
Size: Medium Attributes: Fire District Water Light Garden
HP 出 Opening Arena (→P361)
EXP 120 LP 4 Gald 196

HP	64500
TP	200
Physical Attack	866
Physical Defense	712
magical attack	330
Magical Defense	600
Agility	199

Monster Bone	25%	10%
Pine Gummi	25%	10%
3 Gōriki Jewel	25%	10%
Tsurugi	100%	–
Tomato	25%	–

40 Joao of Reminiscence

Lv. 61 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears Reminiscence Labyrinth (→P382)
EXP 10000 LP 10 Gald 5000

HP	88862
TP	200
Physical Attack	866
Physical Defense	712
Magical Attack	330
Magical Defense	600
Agility	199

Monster Bone	25%	10%
Pine Gummi	25%	10%
Strength Orb	25%	10%
落 Tsurugi	100%	–
Monster Bone	25%	–

41 Warrior

Lv. 35 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Harvest
Appears: Temza M (→P234)
EXP 120 LP 3 Gald 258

HP	11520
TP	110
Physical Attack	408
Physical Defense	270
Magical Attack	119
Magical Defense	82
Agility	99

Monster Bone	20%	10%
Proof/Genuine Strength Orb	25%	10%
Day Strength Orb	25%	–
–	–	–
–	–	–

42 Burglar

Lv. 36 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Water, Light

Location: Hipionia Continent - East (→P128)

EXP 141 LP 3 Gald 312

HP	10479
TP	140
Physical	347
Physical Defense	247
Magical Attack	146
Magical Defense	114
Agility	119

Monster Bone	25%	10%
Kujigumi	15%	10%
Drop: Hivionia Coral	20%	10%
Tofu	15%	10%
Hibionia Bark	25%	–

43 Savage Helm

Lv. 75 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Light

Appears Reminiscence Labyrinth (→P382)

EXP 1000 LP 3 Gald 1000

HP	57750
TP	455
Physical Attack	1000
Physical Defense	920
Magical Attack	330
Magical Defense	315
Agility	288

Monster Bone	25%	10%
Drop: Kelp	15%	10%
–	–	–
–	–	–
–	–	–

44 Octvar

Lv. 55 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

Appears Arena (→P353)

EXP 0 LP 3 Gald 0

HP	28080
TP	276
Physical Attack	589
Physical Defense	502
Magical Attack	248
Magic Defense	214
Agility	190

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45 Orju

Lv. 35 Race: Humanoid AV

Size: Medium Attributes: Fire, Wind, Water, Light, Earth

Appears: Temza Mountain (→P234)

EXP 125 LP 3 Gald 251

HP	11860
TP	146
Physical	422
Physical Defense	355
Magical Attack	95
Magical Defense	82
Agility	83

Monster Bone	30%	10%
Demon-Hunting Wine	25%	10%
Poison Bottle	20%	10%
Air Stone	25%	10%
Daikon (Japanese radish)	25%	–

46 Meis

Lv. 52 Race: Humanoid ADV

Size: Medium Attributes: Fire, Earth, Water, Light, Garden

Appearance: Elealumin Stone (→P277)

EXP 404; LP 3; Gald 624

HP	30000
TP	260
Physical Attack	612
Physical Defense	477
Magical Attack	165
Magical Defense	290
Agility	162

Monster Bone	35%	10%
Demon-Hunting Wine	25%	10%
Drop: Paralysis Bottle	20%	10%
Mochimocchin Powder	15%	10%
Demon-Hunting Wine	25%	–

47 Jangjangble

Lv. 54 Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water; Refresh/Recover

Appearance: Elealumin Quartz Forest (→P277)

EXP 363; LP 3 Gald 699

HP	31260
TP	242
Physical Attack	675
Physical Defense	480
Magical Attack	202
Magical Defense	326
Agility	192

Monster Bone	20%	10%
Fallen Demon Hunter's Sake	35%	10%
Stone Bottle	20%	10%
Pine Gummi	20%	–
–	–	–

48 Barley

Lv. 36 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Country, Water, Light, Garden

Appearance 闘技場者 Ichinodo Polika (→P230)

EXP 136 LP 3 Gald 345

HP	13300
TP	177
Physical Attack	440
Physical Defense	368
Magica	80
Magical Defense	72
Agility	75

Monster Bone	20%	10%
Demon-Hunting Wine	35%	10%
Dropped: Bread	15%	10%
Pine Gummi	20%	–
–	–	–

49 Leton

Lv. 15 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Ring

Appearance: Port Town Kapua Noru (→P175)

EXP 39 LP 4 Gald 74

HP	2000
TP	73
Physical Attack	166
Physical Defense	155
Magical Attack	85
Magical Defense	65
Agility	100

Red-Eye Lens	25%	10%
Mysterious Cloth (不思議な布)	25%	10%
Drop: Spectacles	25%	10%
Red-Eye Lens	25%	–
–	–	–

50 Bronze

Lv. 20 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Wa

Location: Appears in the Guild's Nest Dangrest

EXP 62 LP 4 Gald 106

HP	3450
TP	142
Physical	226
Physical Defense	251
Magical Attack	187
Magical Defense	142
Agility	210

Red-Eye Lens	25%	10%
Mysterious Cloth (不思議な布)	25%	10%
Spectacles	25%	10%
Mysterious Cloth (不思議な布)	25%	–
–	–	–

51 Titan

Lv. 28 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appearance: Emerging City Heliod (→P210)

EXP 98 LP 3 Gald 184

HP	10020
TP	150
Physical Attack	345
Physical Defense	302
Magical Attack	209
Magical Defense	240
Agility	220

Red-Eye Lens	20%	10%
Mysterious Cloth (不思議な布)	25%	10%
Drop: Spectacles	25%	10%
Red-Eye Lens	25%	–
–	–	–

● Monster Data / Humanoid

52 Pron

Lv. 37 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Dark

Appears at: Manor of Corruption (→P233)

EXP 189 LP 3 Gald 344

HP	11250
TP	156
Physical Attack	452
Physical Defense	336
Magical Attack	380
魔防	312
Agility	231

Red-Eye Lens	30%	10%
Mysterious Cloth (不思議な布)	25%	10%
Spectacles	25%	10%
Mysterious Cloth (不思議な布)	25%	–
–	–	–

53 Cuivre

Lv. 48 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appear Zaude Unassailable Palace (→P268)

EXP 287 LP 3 Gald 607

HP	26400
TP	193
Physical Attack	515
Physical Defense	409
magical attack	366
Magical Defense	489
Agility	255

Red-Eye Lens	30%	10%
Mysterious Cloth (不思議な布)	25%	10%
Spectacles	25%	10%
Red-Eye Lens	25%	–
–	–	–

54 Zang

Lv. 20 Race: Humanoid AV

Size Medium Attributes Fire Earth Water Light Garden

Appearance Guild's Nest Dungrest (P193)

EXP 65 LP 4 Gald 99

HP	4608
TP	80
Physical	172
Physical Defense	106
Magical Attack	162
Magical Defense	125
Agility	86

Red-Eye Lens	25%	10%
Mysterious Cloth (不思議な布)	20%	10%
Drop Steel Javelin	25%	10%
Spectacles	25%	10%
Steel Harpoon	25%	–

55 Etan

Lv. 31 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears: Throat of Cados (→P221)

EXP 197 LP 3 Gald 217

HP	13450
TP	246
Physical	396
Physical Defense	281
Magical Attack	309
Magical Defense	267
Agility	181

Red-Eye Lens	25%	10%
Mysterious Cloth (不思議な布)	20%	10%
Steel Harpoon	20%	10%
Drop: Spectacles	25%	10%
Mysterious Cloth (不思議な布)	25%	–

56 Feiru

Lv. 39 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Water, Light, Garden

Appears at: Manor of Corruption (→P232)

EXP 293 LP 3 Gald 230

HP	12890
TP	271
Physical Attack	482
Physical Defense	389
Magical Attack	336
Magical Defense	306
Agility]	198

Red-Eye Lens	25%	10%
Mysterious Cloth (不思議な布)	20%	10%
Drop Steel Javelin	20%	10%
Drop: Spectacles	25%	10%
Steel Harpoon	25%	–

57 Arjan

Lv. 50 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appear Zaude Unassailable Palace (→P268)

EXP 311 LP 3 Gald 714

HP	25000
TP	276
Physical Attack	567
Physical Defense	423
Magical Attack	341
Magical Defense	314
Agility	202

Red-Eye Lens	30%	10%
Mysterious Cloth (不思議な布)	20%	10%
Steel Harpoon	15%	10%
Spectacles	25%	10%
Steel Harpoon	25%	–

58 Knight Bishop

Lv. 37 Race: Humanoid AV

Size Medium Attributes Fire Earth Wind Water Light Dark

Appearance Forgotten Temple Baktion (→P246)

EXP 171 LP 3 Gald 357

HP	10002
TP	309
Physical Attack	388
Physical Defense	325
Magical Attack	372
Magical Defense	251
Agility	139

Magical Tome Fragment	15%	10%
Knight's Spring	20%	10%
Orange Gummy	15%	10%
Magical Tome Fragment	20%	–
–	–	–

59 Knight High Bishop

Lv. 47 Race: Humanoid AV

Size Medium Attributes Fire Earth Wind Water Light Dark

Appears: Zaphias Castle (→P264)

EXP 256 LP 4 Gald 513

HP	18600
TP	285
Physical	457
Physical Defense	389
Magical Attack	560
Magical Defense	330
Agility	180

Magical Tome Fragment	25%	10%
Knight's Spring	20%	10%
Holy Bottle	15%	10%
Magical Tome Fragment	25%	–
–	–	–

60 Witch

Lv. 22 Race: Humanoid AV

[Size: Medium Attribute Fire Earth Wind Water Light Dark]

Appearance: Gear Tower Gasfarost (→P203)

EXP 66 LP 4 Gald 110

HP	3300
TP	230
Physical Attack	220
[Physical Defense	280
Magical Attack	200
Magical Defense	180
Agility	142

Magical Tome Fragment	30%	10%
Orange Gummy	15%	10%
Lemon Gummi	10%	10%
Miso	15%	10%
Magical Tome Fragment	25%	–

61 Witch of Reminiscence

Lv. 58 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

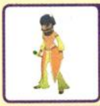
Appears Reminiscence Labyrinth (→P388)

EXP 3000 LP 4 Gald 1500

HP	14400
TP	640
[Physical Attack	480
Physical Defense	522
Magical Attack	502
Magical Defense	426
Agility	188

Magical Tome Fragment	30%	10%
Orange Gummy	15%	10%
Lemon Gummi	10%	10%
Magical Tome Fragment	25%	–
–	–	–

62 Sorceress



Lv. 15 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

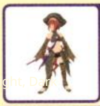
Location: Mulrokia Peninsula - East (→P128)

EXP 42 **LP** 4 Gald 71

HP	1800
TP	147
Physical Attack	145
Physical Defense	166
Magical Attack	171
Defense	130
Agility	61

Magical Tome Fragment	25%	10%
Orange Gummy	15%	10%
Liqueur Bottle	25%	10%
Egg	15%	10%
Lemon Gummi	25%	–

63 Druid



Lv. 34 Race: Humanoid AV

Size Medium Attributes Fire, Wind, Water, Light, Garden

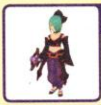
Appearance Father Muzeli Mountain Range · East Desert (→P128)

EXP 120 LP 4 Gald 224

HP	8212
TP	223
Physical Attack	308
Physical Defense	245
Magical Attack	336
Defense	244
Agility	129

Magical Tome Fragment	25%	10%
Cocktail Bottle	25%	10%
Garden Nori (seaweed)	15%	10%
Magical Tome Fragment	25%	–
–	–	–

64 Julai



Lv. 53 Race: Humanoid AV

Size Medium Attributes Fire, Earth, Wind, Water, Light

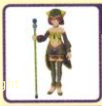
Appears Arena (→P353)

EXP 0 LP 3 Gald 0

HP	26000
TP	600
Physical	481
Physical Defense	391
Magical Attack	580
Magic Defense	460
Agility	169

Magical Tome Fragment	30%	10%
Cocktail Bottle	25%	10%
Drop Liqueur Bottle	20%	10%
Magical Tome Fragment	25%	–
–	–	–

65 Aiyu



Lv. 36 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water

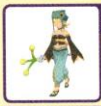
Appears: Temza Mountain (→P234)

EXP 128 **LP** 3 Gald 322

HP	9834
TP	228
Physical	324
Physical Defense	289
Magical Attack	358
Magical Defense	256
Agility	137

Magical Tome Fragment	25%	10%
Demon-Hunting Wine	25%	10%
Seal Bottle	15%	10%
Drop Tribal Guard	20%	10%
Tomato	25%	–

66 Piman



Lv. 51 Race: Humanoid AV

Size Medium Attributes Fire Earth Wind Water Light Dark

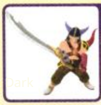
Appears: Erealumin Stone Forest (→P277)

EXP 380; LP 3 Gald 701

HP	25600
TP	320
攻	500
Physical Defense	412
Magical Attack	520
Magical Defense	380
Agility	198

Magical Tome Fragment	25%	10%
Demon-Hunting Wine	25%	10%
Mind Bottle	15%	10%
Miso	25%	–
–	–	–

67 Susa



Lv. 19 Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Refreshing ×2

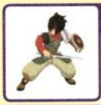
Location: Ragou Manor (→P178)

EXP 40; LP 3 Gald 65

HP	3200
TP	10
Physical Attack	185
Physical Defense	187
Magical Attack	30
Magical Defense	23
Agility	110

Monster Bone	20%	10%
Drop: Cocktail Bottle	25%	10%
Bread	15%	10%
Monster Bone	25%	–
–	–	–

68 Vare



Lv. 18 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light

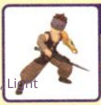
Appearance: Ragow's Mansion (→P178)

EXP 37 LP 3 Gald 62

HP	2700
TP	20
Physical Attack	167
Physical Defense	175
Magical Attack	35
Magical Defense	26
Agility	130

Broken Dagger	30%	10%
Apple Gummi	15%	10%
Banashia Bottle	15%	10%
Tofu	15%	10%
Broken Dagger	25%	–

69 Gilga



Lv. 19 Race: Humanoid AV

Size: Medium Attributes Fire, Earth, Wind, Refreshing (Kōkō)

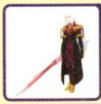
Appearance: Ragow's Mansion (→P178)

EXP 42 **LP** 3 Gald 70

HP	2900
TP	20
Physical Attack	170
Physical Defense	183
Magical Attack	37
Magical Defense	28
Agility	135

Broken Dagger	30%	10%
Orange Gummy	15%	10%
Drop Life Bottle	15%	10%
Egg	15%	10%
Broken Dagger	25%	–

400 Duke (1)



Lv. 60 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears: Ancient Tower City Tarcarron (→P300)

EXP 0 **LP** 0 Gald 0

HP	286500
TP	4000
Physical Attack	762
Physical Defense	750
Magical Attack	690
Magical Defense	704
Agility	712

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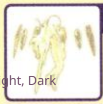
401 Duke (2)



Lv. 65 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Group

Location: Ancient Tower City Tarcarron (→P300)

EXP 0 **LP** 60 Gald 0

HP	467500
TP	6000
Physical Attack	808
Physical Defense	880
Magical Attack	760
Magical Defense	754
Agility	744

S Shining Star Stone	–	–
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● Monster Data / Humanoid

402 Niji-TSUBASA Matoi-sha (Rainbow-Winged Wielder)

Lv. 82 Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark

Location: Ancient Tower City Tarcarron (→P342)

EXP 40000 LP 100 Gald 0

HP	528200
TP	10000
Physical Attack	1375
Physical Defense	1150
Magical Attack	1570
Magical Defense	1078
Agility	1126

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403 Duke of Reminiscence

Lv. 69 Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark

Location: Labyrinth of Reminiscence (→P392)

EXP 30000 LP 30 Gald 15000

HP	487500
TP	8000
Physical	858
Physical Defense	936
Magical Attack	810
Magical Defense	804
Agility	832

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404 Aleksei

Lv. 54 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appear Zaude Unassailable Palace (→P273)

EXP: 17,000 LP: 50 Gald 10,000

HP: 305,550	
TP	2800
Physical Attack	700
Physical Defense	690
Magical Attack	600
Magical Defense	480
Agility	263

▣ Fountain of Knowledge	100%	–
2× Red Verbena	10%	–
S: Fairy Ring	–	–
–	–	–
–	–	–

405 Alexei of Reminiscence

Lv. 68 Race: Humanoid AV

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears in: Labyrinth of Reminiscence (→P392)

EXP 30000 LP 30 Gald 15000

HP	480000
TP	3200
Physical Attack	888
Physical Defense	920
Magical Attack	769
Magical Defense	666
Agility	276

Drop: Fountain of Knowledge	100%	–
2× Red Verbena	10%	–
–	–	–
–	–	–
–	–	–

406 Varbos

Lv. 30 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Country, Water, Light

Appearance Gear Tower Gasphalost (→P207)

EXP 2000 LP 20 Gald 3000

HP	49800
TP	550
Physical Attack	366
Physical Defense	386
Magical Attack	290
Magical Defense	160
Agility	37

▣ Brute Talisman	100%	–
S Knuckle Duster	–	–
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–	–	–

407 Reminiscent Varbos

Lv. 66 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Location: Reminiscent Labyrinth (→P388)

EXP 30000 LP 30 Gald 15000

HP 421,500	
TP	800
Physical Attack	844
Physical Defense	800
Magical Attack	681
Magical Defense	560
Agility	108

▣ Brute Talisman	100%	–
–	–	–
–	–	–
–	–	–
–	–	–

408 Zagi (1)

Lv. 8 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Appears: Zaphias Castle (→P155)

EXP 0 LP 0 Gald 0

HP	4500
TP	420
Physical	92
Physical Defense	104
Magical Attack	77
Magical Defense	88
Agility	69

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409 Zagi (2)

Lv. 8 Race: Humanoid ADV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears: Zaphias Castle (→P155)

EXP 400 LP 6 Gald 300

HP	5000
TP	420
Physical	92
Physical Defense	104
Magical Attack	77
Magical Defense	88
Agility	69

▣ Leather Boots	100%	–
S Sage	–	–
–	–	–
–	–	–
–	–	–

410 Zagi (3)

Lv. 22 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears Onboard (→P181)

EXP 1000 LP 15 gald 900

HP	31000
TP	600
Physical Attack	312
Physical Defense	255
Magical Attack	129
Magical Defense	95
Agility	133

▣ Paralyze Charm	100%	–
▣ Sage	10%	–
S Thieves' Mantle	–	–
–	–	–
–	–	–

411 Zagi (4)

Lv. 30 Race Humanoid AV S

Size Medium Attribute Fire Earth Wind Water Light Dark

EXP 2500 LP 22 Gald 1500

HP	60000
TP	840
Physical	408
Physical Defense	469
Magic Attack	345
Magical Defense	233
Agility	199

▣ Dice	100%	–
▣ Savory	10%	–
S Drain Check	–	–
–	–	–
–	–	–

412 Zagi (5)

Lv. 44 Race: Humanoid AV
Size Medium Attribute Fire Earth Water Light
Appearance Mobile Fortres (→P256)
EXP 9500 LP 30 Gald 5000

HP	175000
TP	1240
Physical Attack	624
Physical Defense	771
Magical Attack	444
Magical Defense	422
Agility	212

Dark Seal	100%	–
[Red Sage	15%	–
S Poison Check	–	–
–	–	–
–	–	–

413 Zagi (6)

Lv. 62 Race: Humanoid AV
Size Medium Attribute Fire/Ea Water / Light
Appearance Ancient Tower (→P298)
EXP 25000 LP 30 Gald 19000

HP	425000
TP	3000
Physical Attack	730
Physical Defense	800
Magical Attack	666
Magical Defense	450
Agility	798

Fallen Demon's Seal	100%	–
[Red Savory	15%	–
S Piyonon	–	–
–	–	–
–	–	–

414 Zagi of Reminiscence

Lv. 68 Race: Humanoid AV
Size: Medium Attributes: Fire, Wind, Water, Light, Earth
Appears Reminiscence Labyrinth (→P391)
EXP 30000 LP 30 Gald 15000

HP	490000
TP	3300
|Physical|	900
Physical Defense	900
Magical Attack	800
Magical Defense	600
Agility	894

Fallen Demon's Seal	100%	–
2 Red Savory	15%	–
–	–	–
–	–	–
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415 Jaeger (1)

Lv. 30 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Wa
Appearance: Emerging City Heliod (→P210)
EXP 0 LP 10 Gald 0

HP	18000
TP	600
Physical Attack	340
Physical Defense	224
Magical Attack	264
Magical Defense	99
Agility	180

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416 Yeager (2)

Lv. 50 Race: Humanoid AV
Size: Medium Attributes: Fire, Wind, Water, Light, Garden
Appear Zaude Unassailable Palace (→P271)
EXP 0 LP 0 Gald 0

HP	230000
TP	1700
Physical	669
Physical Defense	798
Magical Attack	720
Magical Defense	400
| Agility	244

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417 Yeager (3)

Lv. 50 Race: Humanoid AV
Size: Medium Attribute: Fire, E Suikōen
Appear Zaude Unassailable Palace (→P271)
EXP 12000 LP 30 Gald 6000

HP	245820
TP	1700
Physical Attack	669
Physical Defense	798
magical attack	720
|Magical Defense	400
Agility	244

Drop: Splash Bow	100%	–
S Alexandrite	–	–
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418 Reminiscence Jaeger

Lv. 64 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden
"Appearance: Labyrinth of Reminiscence" (→P387)
EXP 30000 LP 30 Gald 15000

HP	400000
TP	2400
Physical Attack	788
Physical Defense	840
Magical Attack	780
Magical Defense	512
| Agility	269

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419 Gosh

Lv. 60 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appear Zaude Unassailable Palace (→P327)
EXP 8000 LP 30 Gald 5000

HP	183400
TP	1200
Physical Attack	
Physical Defense	536
Magical Attack	580
Magical Defense	608
Agility	260

635 Goshue Sword	5%	–
–	–	–
–	–	–
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420 Drowatt

Lv. 60 Race: Humanoid AV
Size: Medium; Attributes: Fire, Earth, Demon, Water, Light, Garden
Appear Zaude Unassailable Palace (→P327)
EXP 8000 LP 30 Gald 5000

HP	186270
TP	1000
Physical	680
Physical Defense	624
Magical Attack	492
|Magical Defense	413
Agility	230

Drowatt Sword	5%	–
–	–	–
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421 Gauche (Arena)

Lv. 60 Race: Humanoid AV
Size: Medium; Attributes: Fire, Earth, Beauty, Water, Light
Appears Arena (→P358)
EXP 9000 LP 30 Gald 0

HP	60606
TP	900
Physical	482
Physical Defense	480
Magical Attack	490
Magical Defense	460
Agility	260

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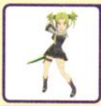
● Monster Data / Humanoid



442 Dorowatto (Colosseum)

Lv. 60 Race: Humanoid AV
Size: Medium. Attribute: Fire, Earth, Garden Water, Light Garden
Appearance: Co (→P358)
EXP 9000 LP 30 Gald 0

HP	66666
TP	820
Physical Attack	506
Physical Defense	530
Magical Attack	380
Magical Defense	380
Agility	230

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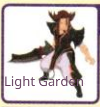

423 Clint

Lv. 60 Race: Humanoid AV
Size: Medium. Attribute: Fire, Earth Map, Water, Light Mouth
Appearance: Ruined City Carboclam (→P341)
EXP 3500 LP 25 Gald 1000

HP	142520
TP	1250
Physical Attack	830
Physical Defense	820
Magical Attack	376
Magical Defense	512
Agility	233

Strange Stone	100%	–
Special Gummi	25%	–
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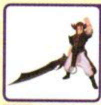

424 Klint (Arena)

Lv. 60 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water
出 On-site Arena (→P357)
EXP 3500 LP 25 Gald 1000

HP	72,025
TP	1250
Physical Attack	700
Physical Defense	790
Magical Attack	376
Magical Defense	512
Agility	233

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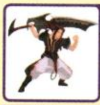

425 Demon-Hunting Klint (Group Battle)

Lv. 65 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Water, Light
BR Arena (→P362)
EXP 3500 LP 25 Gald 1000

HP	212104
TP	1250
Physical Attack	840
Physical Defense	830
Magical Attack	410
Magical Defense	640
Agility	233

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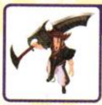

426 Reminiscence Clint

Lv. 70 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears in: Labyrinth (→P391)
EXP 3500 LP 25 Gald 1000

HP	251451
TP	1250
Physical Attack	890
Physical Defense	840
Magical Attack	376
Magical Defense	512
Agility	233

Special Gummi 25%		–
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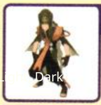

427 Tison

Lv. 39 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears: Temza Mountain (→P236)
EXP 3500 LP 25 Gald 1000

HP	71258
TP	1080
Physical Attack	521
Physical Defense	500
Magical Attack	376
Magical Defense	225
Agility	233

Fall Special Flag	100%	–
Protect Ring	100%	–
Red Sage	10%	–
S Death Scythe	–	–
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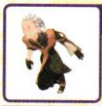

428 Tison (Arena)

Lv. 60 Race: Humanoid AV
Size: Medium Attributes: Fire Wind Water Light
出現 Open Arena (→P357)
EXP 7000 LP 25 Gald 0

HP	58000
TP	960
Physical Attack	490
Physical Defense	460
Magical Attack	380
Magical Defense	300
Agility	233

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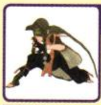

429 Magic-Hunter Tison (Team Battle)

Lv. 63 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
出 Present Opening Arena (→P362)
EXP 3500 LP 20 Gald 1000

HP	174510
TP	2000
Physical Attack	702
Physical Defense	630
Magical Attack	511
Magical Defense	423
Agility	250

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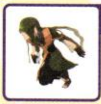

430 Tison of Reminiscence

Lv. 63 Race: Humanoid AV
Size: Medium Attributes Fire Earth Map Water Light Garden
Appears Reminiscence Labyrinth (→P391)
EXP 20000 LP 20 Gald 10000

HP	200008
TP	2000
Physical	702
Physical Defense	630
Magical Attack	511
Magical Defense	423
Agility	250

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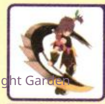

431 Nan

Lv. 38 Race: Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears: Temza Mountain (→P236)
EXP 2500 LP 20 Gald 2000

HP	57890
TP	1400
Physical Attack	456
Physical Defense	408
Magical Attack	343
Magical Defense	335
Agility	198

Resist Ring	100%	–
2 Red Saffron	10%	–
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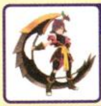

432 Na (Arena)

Lv. 60 Electro-type Humanoid AV

Wor イズ Central Contro Attributes: Fire, Earth, Wind/Water, light, Garden

出 Current Are (→P357)

EXP 4500 LP 20 ガルド 0

HP	51260
TP	1540
Physical Attack	470
Physical Defense	460
Magical Attack	403
Magical Defense	300
Agility	198

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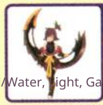

433 Dai (Arena 2)

Lv. 65 種族 Humanoid ADV

Wor イズ Central Control Type Fire Earth, Wind/Water, Light, Karma

Appearance: Opening Arena (→P357)

EXP 10000 LP 20 ガルド 0

HP	80000
TP	1800
Physical Attack	580
Physical Defense	600
Magical Attack	530
Magical Defense	360
Agility	198

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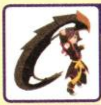

434 Magic Hunter ナシ (Team Battle)

Lv. 62 種族 Humanoid ADV

Size: Medium Attribute: Fire, Virtue, Wind, Water, Light, Garden

HP Opening Arena (→P362)

EXP 3500 LP 20 ガルド 1000

HP	165,000
TP	2400
Physical Attack	670
Physical Defense	580
Magical Attack	555
Magical Defense	463
Agility	230

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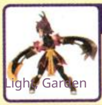

435 Great Reminiscence So

Lv. 62 種族 Humanoid AV

Only light attribute Fire Earth Wind Water Light

Appears in Lost Memories Labyrinth (→P391)

EXP 20000 LP 20 ガルド 10000

HP	194000
TP	2400
Physical Attack	670
Physical Defense	580
Magical Attack	555
Magical Defense	463
Agility	230

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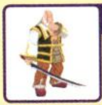

436F So

Lv. 60 Race: Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light Legs

Appears ケニ・モ Great Forest (→P197)

EXP 3500 LP 25 F 1000 ガ

HP	142520
TP	380
Physical Attack	650
Physical Defense	820
Magical Attack	376
Magical Defense	512
Agility	233

落 Diamond	100%	–
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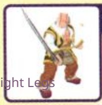

437 Reminiscence FL

Lv. 65 Heavy Tribe Humanoid AV

Mother イズ Attributes: Fire Earth Wind Water Light Dark

"Appearance: Labyrinth of Reminiscence" (→P391)

EXP 30000 LP 25 i 20000 ルド

HP	398540
TP	2250
Physical	930
Physical Defense	895
Magical Attack	688
Magical Defense	644
Agility	455

DayJOne ヌ Next Child 20%		–
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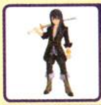

4381-1 (Arena)

Lv. 68 Race: Humanoid ADV

Size: Medium Attributes: Fire, Earth, Water, Light

8 Arena (→P358)

EXP 10000 LP 30 ガルド 0

HP	82000
TP	2000
Physical Atk	630
Physical Defense	640
Magical Attack	420
Magical Defense	450
Agility	220

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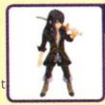

4391-1 (Group Battle)

Lv. 70 Beast k Humanoid ADV

Traditional Medium Size Attributes: Fire, Earth, Wind, Water, Light, Face

Appearance Arena (→P363)

EXP 8000 LP 30 ガルド 5000

HP	175000
TP	3000
Physical Attack	1000
Physical Def	1300
Magical Attack	545
Magical Defense	1100
Agility	620

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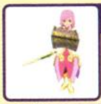

440 エステリーゼ（1）

Lv. 48 Race: Humanoid 36

Size: Medium Attributes: Fire Earth Country Water Light Garden

Appears: Zaphias Castle (→P266)

EXP 10000 LP 28 ガルド 6000

HP	68000
TP	1600
Item 攻	625
Physical Defense	700
Magical Attack	588
Magic Defense	379
Agility	228

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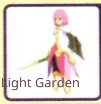

441 エステリーゼ（2）

Lv. 48 Tribe: Humanoid ADV

Advance イズ 中型 Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears: Zaphias Castle (→P266)

EXP 0 LP 28 ガルド 0

HP	68000
TP	1600
Physical Attack	625
Physical Defense	700
Magic Attack	588
Magic Defense	379
Agility	228

Rakunibanboshi	100%	–
落 Mysterious Mirror	100%	–
S リフレクトリング	–	–
–	–	–
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●TianzhiXi — XiHumanoid

442 Workers テリ Ichiyoku (Team Battle)

Lv. 70 Group Humanoid AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Peach
Appears Arena (→P363)
EXP 10000 LP 28 ガルド 6000

HP	210000			
TP	5000			
Physical Attack	930	—	—	—
Physical Defense	1350	—	—	—
Magical Attack	750	—	—	—
Magical Defense	1400	—	—	—
Agility	425	—	—	—

443 Reminiscence Worker Ichiyoku

Lv. 66 Group Humanoid AV
Size: Medium Attributes: Fire, Earth, Country, Water, Light, Ga
Appears Reminiscence (→P390)
EXP 30000 LP 28 ガルド 15000

HP	430000			
TP	3000			
Physical Attack	863	—	—	—
Physical Defense	922	—	—	—
Magical Attack	800	—	—	—
Magic Defense	869	—	—	—
Agility	240	—	—	—

444 ドッカン王

Lv. 60 Tribe umanoid AV
サイズ Type Attributes Fire Earth Wind Water Light
Appearance: Opening Arena (→P362)
EXP 8000 LP 30 ガルド 5000

HP	98000			
TP	500			
Physical Attack	600	—	—	—
Physical Defense	700	—	—	—
Magical Attack	386	—	—	—
Magical Defense	650	—	—	—
Agility	240	—	—	—

445 Strength Mouth (Group Battle)

Lv. 70 Race: Humanoid AV
Center サイズ Control Attributes Fire Earth Wind Water Light
出現 Arena (→P363)
EXP 8000 LP 30 ガルド 5000

HP	200000			
TP	2800			
Physical Attack	1000	—	—	—
Physical Defense	1650	—	—	—
Magical Attack	500	—	—	—
Magic Defense	950	—	—	—
Agility	380	—	—	—

446Uタ(Team Battle)

Lv. 70 Race: Humanoid ADV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light
Appears Arena (→P363)
EXP 8000 LP 30 to 5000 ド

HP	150000			
TP	5000			
Physical Atk	920	—	—	—
Physical Defense	1400	—	—	—
Magical Attack	750	—	—	—
Magic Defense	1350	—	—	—
Agility	460	—	—	—

447VイÖソ(Team Battle)

Lv. 7 Race Humanoid AV
World サイズ Control Attributes Fire Earth Wind Water Light
Appears Arena (→P363)
EXP 8000 LP 30 ガルド 5000

HP	160000			
TP	5000			
Physical	920	—	—	—
Physical Defense	1400	—	—	—
Magic Attack	700	—	—	—
Magic Defense	1350	—	—	—
Agility	490	—	—	—

448 シュヴァーン

Lv. 43 Race: Humanoid AV
World] Medium Size Attributes Fire Earth Wind Water Light Dark
出現 Forgotten Nine 3 Nine Great Temple (→P251)
EXP 9000 LP 28 ガルド 2500

HP	148000			
TP	1800			
Physical	578	Force Ring	100%	—
Physical Defense	708	Radiance of the Sun Emperor	—	—
Magical Attack	412	—	—	—
Magical	528	—	—	—
Agility	452	—	—	—

44917—(Group Battle)

Lv. 6 Race Humanoid AV
Size Medium Attributes Fire Earth Wind Water
Appears Train (→P361)
EXP 30000 LP 28 ガルド 15000

HP	205000			
TP	3400			
Physical Attack	789	—	—	—
Physical Defense	815	—	—	—
Magical Attack	700	—	—	—
Magical Defense	628	—	—	—
Agility	480	—	—	—

450 Memories 1 Sヴァー

Lv. 64 Race Humanoid AV
Size: Medium. Attribute: Fire, Earth. Water Light
Appears Reminiscence (→P387)
EXP 30000 LP 28 ガルド 15000

HP	390000			
TP	3400			
Physical	789	Drop: Force Ring	100%	—
Physical Defense	815	—	—	—
Magical Attack	700	—	—	—
Magical Defense	628	—	—	—
Agility	480	—	—	—

451 1ジchu (team battle)

Lv. 70 Race: Humanoid ADV
Twenty 中型 Attribute Fire Earth Wind Water Light Orb
HP Opening Arena (→P363)
EXP 8000 LP 30 ガルド 5000

HP	165,000			
TP	2800			
Physical Attack	960	—	—	—
Physical Defense	1400	—	—	—
Magical Attack	545	—	—	—
Magical Defense	1050	—	—	—
Agility	550	—	—	—

453 フレン(1)

Lv. 30 Talk Human-type AV

イズ Central Control Attributes Fire Earth Wind Water Light Ring

Twenty

出現 Open Arena City Ibulik (→P218)

EXP 0 **LP** 0 Gald 0

HP	22000
TP	1000
Physical Attack	270
Physical Defense	420
Magical Attack	400
Magical Defense	320
Agility	189

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454 フレン(2)

Lv. 62 Item Human-type ADV

Enter イズ Light Attribute Fire Earth Wind Water Light Map

Appears Wishing Land Ornion (→P288)

EXP 10000 **LP** 30 **ガルド** 10000

HP	146200
TP	2200
Physical	565
Physical Defense	620
Magical Attack	400
Magical Defense	425
Agility	220

Sun Imperial Honor Badge	100%	–
🄰 Alexandrite	100%	–
S パラディンマント	–	–
–	–	–
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4557V So (Colosseum)

Lv. 68 **種族** Humanoid AV

Size: Medium Attributes: Fire Earth Wind Water Light

出 Buy Colosseum (→P358)

EXP 10000 **LP** 30 **ガルド** 0

HP	82000
TP	2000
Physical Attack	630
Physical Defense	640
Magical Attack	420
Magical Defense	450
Agility	220

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4567V (Team Battle)

Lv. 70 Race: Humanoid AV

Ivan Control Attributes Fire, Earth 風 Water Light Map

出 Current Open Arena (→P363)

EXP 10000 **LP** 30 **ガルド** 10000

HP	175000
TP	3000
物攻	950
Physical Defense	1400
Magical Attack	650
Magical Defense	1100
Agility	580

Day Imperial Order of Honor	100%	–
🄰 Alexandrite	100%	–
–	–	–
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457 Memories of ZLY

Lv. 67 Mailing Humanoid ADV

World イズ Light Attributes: Fire Earth Wind Water 光 闇

Appears Reminiscence Labyrinth (→P390)

EXP 30000 **LP** 30 **ガルド** 15000

HP	460020
TP	3800
Physical	882
Physical Defense	856
Magical Attack	700
Magical Defense	599
Agility	240

🄰 Alexandrite	100%	–
–	–	–
–	–	–
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458 Hachiku-i (Team Battle)

Lv. 70 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Appearance: Colosseum (→P363)

EXP 10000 **LP** 30 **ガルド** 10000

HP	145000
TP	3000
Physical Attack	930
Physical Defense	1000
Magic Attack	650
Magic Defense	1250
Agility	520

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459 アデコール(1)

Lv. 5 **種族** Humanoid AV

Size: Medium Attribute: Fire Map: Water Light Group

[Appearance: Imperial Capital Zafias] (→P151)

EXP 15 **LP** 3 Gald 15

HP	2345
TP	100
Physical	74
Physical Defense	70
Magical Attack	32
Magical Defense	28
Agility	32

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460 ボッコス(1)

Lv. 5 **種族** Humanoid ADV

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Appearance: Imperial Capital Zafias (→P151)

EXP 15 **LP** 3 Gald 15

HP	2109
TP	120
Physical	64
Physical Defense	88
Magical Attack	32
Magical Defense	28
Agility	28

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461 アデコール(2)

Lv. 10 Worker-type AV

Size: Medium Attributes: Fire Earth Wind Water Light

Appearance: Flower Town Haruru (→P170)

EXP 100 **LP** 5 **ガルド** 100

HP	6789
TP	180
Physical Attack	165
Physical Defense	115
Magical Attack	44
Magical Defense	33
Agility	38

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462 ボッコス(2)

Lv. 10 Item Human-type AV

Size: Medium; Attributes: Fire, Earth, Wind, Water; Taste: Refreshing

Appearance: Flower To (→P170)

EXP 100 **LP** 5 **ガルド** 100

HP	6543
TP	220
Physical	138
Physical Defense	134
Magic 攻	42
Magical Defense	36
Agility	30

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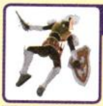
●Ten no Ichiyu Ichinichi Ichiyu / Humanoid



463 Zi Yu Kou Yi Er (3)

Lv. 15 Race: Humanoid AV
Size: Medium Attribute: Fire Earth Wind Water Light
Appears: New Rising City Talent Below (→P189)
EXP 300 LP 50,000 300

HP	12345
TP	240
Physical Attack	230
Physical Defense	155
Magical Attack	88
Magical Defense	58
Agility	88

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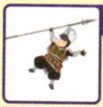

464 Shu Kou Ou (3)

Lv. 15 Kei Humanoid AV
Size: Medium Attribute: Fire Earth House Water Light Garden
Appearance: Emerging City Heliod (→P189)
EXP 300 LP 5 ガルド 300

HP	12109
TP	320
Physical	212
Physical Defense	170
Magical Attack	79
Magical Defense	64
Agility	72

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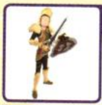

465 ざ于ロー (Arena)

Lv. 35 Talk Human-type AV
Twins イズ 中型 Attributes: Fire, Earth, Wind, Water, Light, Dark
Appearance: Ar (→P357)
EXP 1500 LP 5 Gald 0

HP	22000
TP	500
Physical	391
Physical Defense	369
Magical Attack	222
Magical Defense	200
Agility	172

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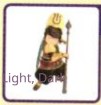

466 求ロう (Arena)

Lv. 35 Race Humanoid ADV
Size: Medium Attributes: Fire, Earth, Water, Light, Garden
Appears Arena (→P357)
EXP 1500 LP 5 Gald 0

HP	23000
TP	600
Physical	386
Physical Defense	432
Magical Attack	190
Magical Defense	224
Agility	150

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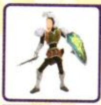

467 and 又于〇ール (Group Battle)

Lv. 63 Race: Humanoid AV
Attributes: Fire Earth Wind Water Light Sun
Appearance: Opening Arena (→P361)
EXP 1500 LP 5 Gald 0

HP	120000
TP	1200
Physical Attack	750
Physical Defense	750
Magical Attack	400
Magical Defense	509
Agility	203

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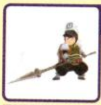

468 Request Kouou (Team Battle)

Lv. 63 Race: Humanoid AV
World-only Attributes: Fire, Earth, Wind, Water
Exi Arena (→P361)
EXP 1500 LP 5 Gald 0

HP	128000
TP	1380
Physical Attack	755
Physical Defense	740
Magical Attack	401
Magical Defense	508
Agility	180

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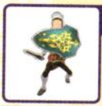

469 Reminiscence No. 01

Lv. 63 種族 Humanoid AV
Size: Medium Attribute: Fire, Earth, Wind, Water, Light, Dark
Location: Reminiscence Maze (→P389)
EXP 20000 LP 20 Gil 10000

HP	230000
TP	1200
Physical Attack	856
Physical Defense	790
Magical Attack	400
Magical Defense	509
Agility	203

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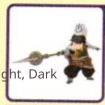

470 Reminiscence Seeker

Lv. 63 Humanoid AV
Size: Medium; Attributes: Fire, Earth, Water, Light, Garden
Appears Reminiscence (→P389)
EXP 20000 LP 20 Gil 10000

HP	238000
TP	1380
Physical Attack	833
Physical Defense	890
Magical Attack	401
Magical Defense	508
Agility	180

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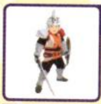

471 Reminiscence Another (Group Battle)

Lv. 63 Race: Humanoid AV
Size: Medium; Attributes: Fire, Earth, Wind, Mouth
R Kai Arena (→P361)
EXP 20000 LP 20 ガルド 10000

HP	184000
TP	1000
Physical Attack	800
Physical Defense	800
Magical Attack	401
Magic Defense	508
Agility	180

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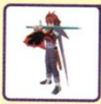

472 Sky Rebellion せ Warrior (1)

Lv. 70 Merchant Type AV
Size: Medium Attributes: Fire, Earth, Wind, Water, Light
Location: Labyrinth of Memories (→P394)
EXP 30000 LP 10 ガルド 15000

HP	512000
TP	3800
Physical Attack	869
Physical Defense	950
Magical Attack	820
Magical Defense	775
Agility	520

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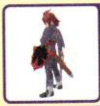

473 Warrior Who Rebelled Against the Heavens (2)

Lv. 70 Race: Humanoid AV

Size: Medium Attribute: Fire Area Water Light

RU Open Arena (→P359)

EXP 15000 LP 1) Gald 0

HP	122000
TP	3000
Physical Attack	705
Physical Defense	623
Magical Attack	600
Magical Defense	480
Agility	520

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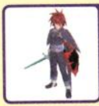

474 Warrior Who Rebelled Against the Heavens (Group Battle)

Lv. 70 Race: Humanoid AV

Size: Medium Attribute: Fire, Virtue, Wind, Water, Light, Garden

出現 Open Arena (→P362)

EXP 15000 LP 10 Gald 0

HP	315,000
TP	3000
Physical	810
Physical Defense	700
Magical Attack	600
Magical Defense	480
Agility	520

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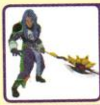

475 Slayer of Heroes

Lv. 70 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Country, Water, Light, Garden

出現 Open Arena (→P359)

EXP 15000 LP 10 Gald 0

HP	118000
TP	2800
Physical Attack	788
Physical Defense	600
Magical Attack	350
Magical Defense	320
Agility	380

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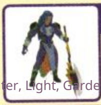

476 Slayer of Heroes (Group Battle)

Lv. 70 Race: Humanoid AV

Size: Medium Attributes: Fire, Wind, Water, Light, Earth

Appearance: Field (→P362)

EXP 15000 LP 10 Gald 0

HP	240000
TP	2800
Physical Attack	830
Physical Defense	600
Magical Attack	350
Magic Defense	400
Agility	380

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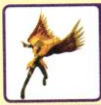

477 Time-Leaping Man

Lv. 70 Race: Humanoid AV

Size: Medium Attributes Fire Earth Map Water Light Garden

Total Training Arena (→P358)

EXP 15000 LP 15 Gald 0

HP	96000
TP	3400
Physical Attack	685
Physical Defense	666
Magical Attack	672
Magical Defense	666
Agility	488

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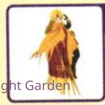

478 Time-Leaping Man (Group Battle)

Lv. 70 Race: Humanoid AV

Size Medium Attribute Fire Map 水 光 園

Present Opening Arena (→P362)

EXP 15000 LP 15 Gald 0

HP	215000
TP	3400
Physical Attack	720
Physical Defense	666
Magical Attack	672
Magical Defense	750
Agility	488

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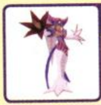

479 The Sorrowful Queen of Darkness

Lv. 70 Race: Humanoid AV

Size: Medium Attributes: Fire, Wind, Water, Mouth

FU Open Arena (→P359)

EXP 15000 LP 20 Gald 0

HP	89000
TP	5000
Physical Attack	629
Physical Defense	530
Magical Attack	800
Magical Defense	790
Agility	425

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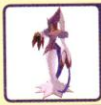

480 The Sorrowful Queen of the Interval (Group Battle)

Lv. 70 Race: Humanoid AV

Size: Medium Attributes: Fire, Earth, Country, Great Light

HU Open Arena (→P362)

EXP 15000 LP 20 Gald 0

HP	195000
TP	5000
Physical Attack	629
Physical Defense	530
magical attack	800
Magical Defense	900
Agility	425

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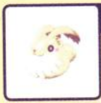


165 Usausa

Lv. 38 Race: Beast-type

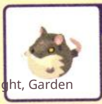
Size: Small Attributes: Fire, Earth, Demon, Water, Light, Garden

Appearance: Forgotten Temple Bakution (→P246)

EXP 143 LP 3 Gald 366

HP	8788
TP	174
Physical Attack	389
Physical Defense	259
Magical Attack	219
Magical Defense	178
Agility	222

Drop Rabbit Ears	25%	10%
Rabbit fur	15%	10%
Hibionia Coral	15%	10%
Carrot	15%	10%
Rabbit Ear	20%	–



167 Ratorato

Lv. 6 Race: Shibou (Four-chamber)

Size: Small Attributes: Fire, Earth Enclosure, Water, Light, Garden

Appearance: Imperial Capital Zaphias Waterway (→P156)

EXP 19 LP 3 Gald 22

HP	580
TP	20
Item 攻	72
Physical Defense	105
Magical Attack	38
Magical Defense	32
Agility	44

Drop Paralysis Powder	25%	10%
Spectacles	15%	10%
Paralysis Powder	15%	–
–	–	–
–	–	–

●Monster Data / Beast Type

168 Risurisu

Lv. 28 Race Type

Size: Small Attribute: Fire, Wind, Water, Light, Earth

Location: Myokia Plains - South (→P128)

EXP 71 LP 4 Gald 170

HP	7814
TP	151
Physical Attack	275
Physical Defense	214
Magical Attack	189
Defense	232
Agility	166

Soft Tail	30%	10%
Spectacles	15%	10%
Apple	20%	10%
Soft Tail	20%	–
–	–	–

169 Gobugobu

Lv. 37 Race: Beast-type

Size: Small Attributes: Fire, Earth, Wind, Water, Light, Garde

【Appears Myokia Plains - South (→P128)

EXP 169 LP 3 Gald 313

HP	11890
TP	172
Physical Attack	489
[Physical Defense	320
Magical Attack	218
Magical Defense	157
Agility	191

Donguri Met	20%	10%
Drop Life Bottle	15%	10%
Banana	20%	10%
Donguri Met	20%	–
–	–	–

181 Wolf

Lv. 7 Race: Beast-type

Size: Medium Attributes: Fire Earth Wind Wate

Appears in Kuoi Forest (→P160)

EXP 21 LP 3 Gald 38

HP	880
TP	30
Physical	99
Physical Defense	145
Magical Attack	64
Magical Defense	62
Agility	99

Wolf Fang	25%	10%
Fanged Beast Pelt	20%	10%
Beef	15%	10%
Apple Gummi	15%	10%
Wolf Fang	20%	–

182 Wolf (Aerial Rampage)

Lv. 47 Race Welcome E

Size: Medium; Attributes: Fire Earth Wind

Appears in Imperial Capital Zaphias (Abnormal) (→P262)

EXP 227 LP 4 Gald 596

HP	17100
TP	112
[Physical Attack	498
Physical Defense	421
Magical Attack	112
Magical Defense	233
Agility	241

Wolf Fang	30%	10%
Fanged Beast Pelt	25%	10%
Pine Gummi	15%	10%
Fanged Beast Pelt	25%	–
–	–	–

183 Black Wolf

Lv. 18 Race: Beast-type

Size: Medium Attributes: Fire Earth Wind Water

Location: Ragou Manor (→P177)

EXP 40 LP 4 Gald 69

HP	2100
TP	84
Physical Attack	185
Physical Defense	180
Magical Attack	62
Magical Defense	53
Agility	129

Wolf Fang	25%	10%
Fanged Beast Pelt	15%	10%
Life Bottle	15%	10%
Falling Beef	15%	10%
Wolf Fang	25%	–

184 Biruberu

Lv. 28 Race: Yonnin

Size: Medium. Attribute: Fire, Earth. Water Light Mouth Garden

Appears: Throat of Cados (→P219)

EXP 66 LP 4 Gald 158

HP	7265
TP	140
Physical	312
Physical Defense	210
Magical Attack	197
Magical Defense	168
Agility	199

Wolf Fang	20%	10%
Large Claw	15%	10%
Dez Factory Gold Sand	10%	10%
Beef	15%	10%
Life Bottle	15%	–

185 Critis

Lv. 39 Species: Beast-type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appearance: Hibionia Continent (→P128)

EXP 137 LP 3 Gald 408

HP	10978
TP	131
Physical Attack	382
Physical Defense	303
Magical Attack	222
Magical Defense	198
Agility	237

Wolf Fang	25%	10%
Beef	20%	10%
Mix Gummy	15%	–
–	–	–
–	–	–

186 Horn

Lv. 53 Race pe>

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden

Appearance: Erea Lumin Quartz Forest (→P277)

EXP 395 LP 3 Gald 738

HP	26229
TP	185
Physical Attack	689
Physical Defense	419
Magical Attack	427
Magic Defense	290
Agility	330

Wolf Fang	20%	10%
Fallen-Tooth Beast Fur	20%	10%
Crystal	15%	10%
Falling Beef	15%	10%
Sun Crystal	15%	–

187 Weiss

Lv. 46 Race: Shibou (Fo

Size Medium Attributes Fire Earth Wind Wa

Appears: Zoffer Iceblade Sea (→P259)

EXP 273 LP 3 Gald 501

HP	16250
TP	217
Physical Attack	488
[Physical Defense	412
Magical Attack	235
Magical Defense	236
Agility	275

Drop: Wolf Fang	25%	10%
Fanged Beast Pelt	25%	10%
Freeze Stone	15%	10%
Beef	15%	10%
Pine Gummi	20%	–

188 Rebe

Lv. 40 Race Ir 獣

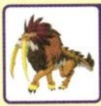
Size: Medium; Attributes: Fire, Mouth, Wind, Water, Light, Garden

Appears: Four Sisters Archipelago (→P128)

EXP 287 LP 3 Gald 324

HP	14200
TP	180
Physical Attack	431
[Physical Defense	260
Magical Attack	183
Magical Defense	142
Agility	259

Fanged Beast Pelt	20%	10%
Zone: Lion's Fang	30%	10%
Drop: Desue Sand Gold	15%	10%
Desue Iron Sand	20%	10%
Lion's Fang	20%	–



189 Schubert

Lv. 58 Species: Beast

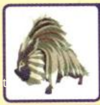
Size: Medium Attributes: Fire Earth Wind Water Light

Location: Ancient Tower City Tarcarron (→P289)

EXP 557 LP 5 Gald 694

HP	28900
TP	253
Item 攻	708
Physical Defense	490
Magical Attack	508
Magical Defense	406
Agility	339

Drop: Fangbeast Pelt	25%	10%
落 Lion's Fang	20%	10%
Lion's Fang	15%	10%
Treat	10%	10%
Lion's Fang	20%	–



190 Synossus (1)

Lv. 10; Speci Four-cha ber

Size: Medium; Attributes: Fire, Earth, Country, Light, Garden

Appears: Payokia Plain · South Road (→P128)

EXP 24 LP 3 Gald 54

HP	1100
TP	55
Physical Attack	110
Physical Defense	170
Magical Attack	62
Magica	50
Agility	32

Drop: Wild Boar Hair	25%	10%
Mane	20%	10%
Drop Pork	15%	10%
Boar Hair	15%	–
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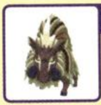

191 Sainossus (2)

Lv. 35 Race: Beast-type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Space

Appears: Peiokia Plains · South Road (→P346)

EXP 177 LP 4 Gald 177

HP	12000
TP	166
Physical	408
Physical Defense	345
Magical Attack	157
Magical Defense	120
Agility	255

Boar Hair	25%	10%
Falling Mane	20%	10%
Drop: Bawk	15%	10%
Boar Hair	15%	–
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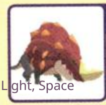


192 Rhino

Lv. 25 [Race Type Input]

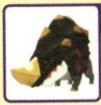
Size: Medium Attributes: Fire, Wind, Water, Light, Earth

Appears: Murlokia Peninsula · Southeast Plain (→P128)

EXP 69 LP 4 Gald 143

HP	7530
TP	96
Physical Attack	286
Physical Defense	218
Magical Attack	123
Magical Defense	93
Agility	152

Ilikia Grass	20%	10%
Hard Hide	25%	10%
Rhino Horn	20%	10%
Pork	15%	10%
Hard Hide	20%	–



193 Black Rhino

Lv. 19 Race Type

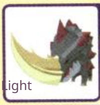
Size: Medium; Attributes: Fire, Earth, Wind, Water, Light

Location: Ragou Manor (→P177)

EXP 49 LP 4 Gald 60

HP	3000
TP	53
Physical Attack	175
Physical Defense	200
Magical Attack	25
Magical Defense	21
Agility	109

Hard Hide	25%	10%
Rhino Horn	25%	10%
Life Bottle	35%	10%
Pork	15%	10%
Lemon Gummi	20%	–



194 Exuraino

Lv. 43 Race Type

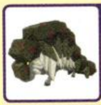
Size: Medium Attributes: Fire Earth Wind Water Light

Appearance: Southern Islands - North (→P128)

EXP 277 LP 4 Gald 478

HP	20360
TP	166
Physical Attack	508
Physical Defense	445
magical attack	207
Magical Defense	180
Agility	255

Hard Hide	25%	10%
Fallen Rhino Horn	25%	10%
Drop: Yurzo Fruit	20%	10%
Drop Pork	15%	10%
Yuruzo Fruit	20%	–



195 Wheel Armored

Lv. 55 Species: Beast

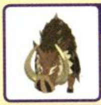
Size: Medium Attributes: Fire Earth Wind Water Light

Appearance: Lerewiese Ancient Cave (→P280)

EXP 506 LP 5 Gald 794

HP	30024
TP	247
Physical	745
Physical Defense	451
Magical Attack	226
Magical Defense	360
Agility	244

Falling Rubber Skin	25%	10%
Dropped: Panacea Bottle	20%	10%
Pork	15%	10%
Rubber skin	15%	–
–	–	–



196 Wild Boar

Lv. 36 Race Type

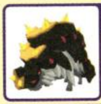
Size: Medium Attributes: Fire Earth Wind Wa

Location: Myokia Plains - South (→P128)

EXP 165 LP 4 Gald 259

HP	10978
TP	168
Physical Attack	386
Physical Defense	330
Magical Attack	161
Magical Defense	104
Agility	169

Boar Hair	25%	10%
Mane	15%	10%
Drop Pork	15%	10%
Boar Hair	20%	–
–	–	–



197 Spike Armored

Lv. 56 Race: Beast-type

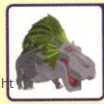
Size: Medium Attributes: Fire Earth Wind Water Light

Appearance: Lerewiese Ancient Cave (→P280)

EXP 552 LP 5 Gald 746

HP	32000
TP	251
Physical Attack	824
Physical Defense	380
Magical Attack	120
Magical Defense	155
Agility	247

Armadillo spike	15%	10%
Rubber skin	20%	10%
Fall Banashia Bottle	15%	20%
Pork	15%	10%
Rubber skin	15%	–



198 Hippo

Lv. 48 Race Type

Size: Medium Attribute: Fire Region: Suikōen (Water Light Garden)

Appearances: Southern Isles of Sozan - North (→P128)

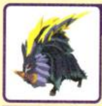
EXP 613 LP 4 Gald 501

HP	17800
TP	169
Physical Attack	478
Physical Defense	413
Magical Attack	210
Magical Defense	163
Agility	259

Hippo's Yawn	20%	10%
Falling Mane	20%	10%
Yuruzo Crystal	25%	10%
Pork	15%	10%
Yuruzo Crystal	15%	–

●Monster Data / Beast Type

199 Generator Boar

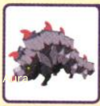


Lv. 35 Race: Beast-type
Size: Medium; ttributes: Fire, Earth, Wind, Water,
Appearance: Northeast of the Illica Continent (→P128)
EXP 236 LP 4 Gald 268

HP	10368
TP	164
Physical Attack	400
Physical Defense	296
Magical Attack	262
Defense	185
Agility	199

Drop: Wild Boar Hair	20%	10%
Jagged Fur	15%	10%
Paralysis Powder	20%	10%
Mane	10%	10%
Pork	20%	–

200 Grinburst



Lv. 60 Race east-type
Size: Medium Attribute: Fire/Earth Suikou Garden Aura
Appearance: Grave of the Looking Glass (→P399)
EXP 1012 LP 5 Gald 1000

HP	20000
TP	208
Physical Attack	784
Physical Defense	9999
Magical Attack	375
Magical Defense	100
Agility	263

Rubber skin	10%	5%
Four Hooves	10%	5%
Fall Basilisk Scale	10%	5%
–	–	–
–	–	–

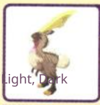
201 Surīzurugutanni

Lv. 105 Race: Beast-type
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears: Grave of the Looking Glass (→P403)
276 EXP 2405 LP 5 Gald 1100

HP	36034
TP	276
Physical	1121
Physical Defense	9999
Magical Attack	454
Magical Defense	250
Agility	334

Hard Thorn	10%	5%
Armadillo Spikes	10%	5%
Fallen Insect Horn	10%	5%
–	–	–
–	–	–

206 Rabio

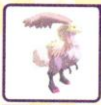


Lv. 39 Race Type
Size: Medium Attributes: Fire, Wind, Water, Light, Garden
Appearance Forgotten Temple Baktion (→P246)
EXP 171 LP 4 Gald 393

HP	10896
TP	180
Physical Attack	422
Physical Defense	301
Magical Attack	245
Magical Defense	216
Agility	235

Rabbit fur	20%	10%
Sharp Blade	15%	10%
Air Stone	25%	10%
Carrot	15%	10%
Air Stone	15%	–

209 Rabiko

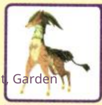


Lv. 47 Species Thursday Entry
Size: Medium; Attributes: Fire, Earth, Country, Light, Garden
Appears: Zoffer Iceblade Sea (→P259)
EXP 207 LP 4 Gald 559

HP	15800
TP	251
物攻	479
物防	379
魔攻	200
魔防	295
敏捷	245

Rabbit fur	25%	10%
Rabbit Ear	25%	10%
Carrot	15%	10%
Rabbit Ear	15%	–
–	–	–

212 Kuaietta

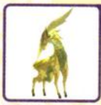


Lv. 34 Species Type>
Size Large Attribute Fire Map Water Light Garden
Appears: Throat of Ca (→P219)
EXP 113 LP 4 Gald 224

HP	10603
TP	142
Physical Attack	377
Physical Defense	321
magical attack	198
Magical Defense	168
Agility	226

Mane	20%	10%
Sun Hoof	25%	10%
Dark Bottle	15%	10%
Carrot	15%	10%
蹄	15%	–

213 Risugaro (1)

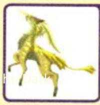


Lv. 22 Race Welcome Entry
Size: Large Attributes: Fire, Earth, Wind, Water, Light, Dark
Appearance: Mulroquia Peninsula - South (→P176)
EXP 100 LP 4 Gald 220

HP	10001
TP	99
Physical Attack	233
Physical Defense	187
Magical Attack	106
Magical Defense	86
Agility	153

–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

214 Ribugaro (2)

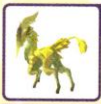


Lv. 24 Race: Beast-type
Size: Large; Attributes: Fire, Earth, Wind, Water, Light, Dark
Location: Mulrokia Peninsul (→P128)
EXP 100 LP 4 Gald 220

HP	12500
TP	99
Physical	255
Physical Defense	199
Magical Attack	124
Magical Defense	115
Agility	188

Golden Mane	25%	10%
Mane	20%	10%
Sun Hoof	30%	10%
Golden Horn	15%	10%
Date	15%	–

215 Memory of Risgaro

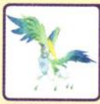


Lv. 62 Race B t-type
Size Large Attribute Fire Earth Wind Water Light Aura
Appears Reminiscence (→P385)
EXP 20000 LP 20 Gald 10000

HP	220000
TP	99
Physical Attack	768
Physical Defense	816
Magic Attack	700
Magical Defense	490
Agility	224

Golden Mane	25%	10%
Falling Mane	20%	10%
蹄	30%	10%
Drop: Golden Horn	15%	10%
Sun Hoof	15%	–

216 Uniceros

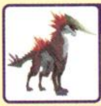


Lv. 41 Race: Beast-type
Size: Large; Attributes: Fire, Earth, Wind, Large
Appearance Forgotten Temple Baktion (→P246)
EXP 157 LP 4 Gald 440

HP	17006
TP	195
Physical	458
Physical Defense	400
Magical Attack	316
Magical Defense	310
Agility	246

Mane	20%	10%
Sun Hoof	25%	10%
The Fallen Holy Horn	30%	10%
Pine Gumi	15%	–
–	–	–

217 Moa Unico



Lv. 53　Race: Shigatsu (四月)

Size: Large　Attributes: Fire, Earth, Wind, Water, Light, Dark

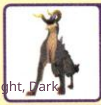
Location: Elealumin Quartz Forest (→P277)

EXP 447　LP 4　Gald 705

HP	37890
TP	720
Physical Attack	660
Physical Defense	536
Magical Attack	431
Defense	393
Agility	295

Mane	20%	10%
Sun Hoof	15%	10%
The Fallen Holy Horn	25%	10%
Mane	20%	–
–	–	–

218 Ex Unico



Lv. 61　Race Type

Size: Large; Attributes: Fire, Earth, Wind, Water, Light, Dark (Fire Earth Wind

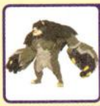
Location: Ancient Tower City Tarcarron (→P289)

EXP 584　**LP** 5　Gald 796

HP	41800
TP	390
Physical	780
Physical Defense	523
Magical Attack	513
Magical Defense	429
Agility	332

Mane	25%	10%
Sun Hoof	15%	10%
The Fallen Holy Horn	15%	10%
2 Sacred Horns	15%	–
–	–	–

219 Eggbear



Lv. 12　Race Type

Size Large Attributes Fire Earth Wind Water Light

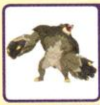
Appears in Kuoi Fo (→P163)

EXP 32　**LP** 4 Gald 69

HP	12800
TP	55
Physical Attack	205
Physical Defense	174
Magic Atk	45
Magical Defense	32
Agility	76

Fur Drop	35%	10%
Eggbear Claw	25%	10%
Dropped: Egg	25%	10%
Egg	20%	–
–	–	–

220 Eggbear (Aerial Rampage)



Lv. 47 Race Type

Size: Large; Attributes: Fire, Earth, Wind, Water, Light, Dark (Fire Earth Wind

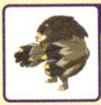
Appear Imperial Capital Zarfius (Anomaly) (→P262)

EXP 240　**LP** 4　Gald 590

HP	25590
TP	71
Physical	534
Physical Defense	420
Magical Attack	216
Magic Defense	200
Agility	106

Bear pelt	25%	10%
Eggbear Claw	35%	10%
Egg	25%	10%
Eggbear Claw	20%	–
–	–	–

221 Kanbarā Bear



Lv. 30　Race: Beast-type

Size: Large　Attributes: Fire, Earth, Wind, Water, Light, Garden

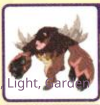
Appears: Throat of Cados (→P219)

EXP 93　**LP** 3　Gald 161

HP	9800
TP	99
Physical	384
Physical Defense	266
Magical Attack	73
Magic Defense	49
Agility	65

Bear pelt	40%	10%
Eggbear Claw	35%	10%
Egg	25%	10%
Bear pelt	15%	–
–	–	–

222 Square Shoulder



Lv. 36　Species: Beast-type

Size Large Attribute Fire Earth Wind Water Light Dark

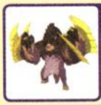
Location: Hipionia Continent - East (→P128)

EXP 160　**LP** 4　Gald 269

HP	14600
TP	123
Physical Attack	396
Physical Defense	302
Magical Attack	122
Magical Defense	83
Agility	169

Ochūma fur	25%	10%
Hard Thorn	35%	10%
Hibionia Bark	25%	10%
Apple	20%	10%
Hippioni bark	20%	–

223 Larsnail



Lv. 56　Race Type

Size: Large; Attributes: Fire, Earth, Wind, Water, Light, Dark (Fire Earth

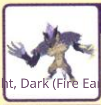
Appears Reminiscence (→P382)

EXP 591 LP 4 Gald 708

HP	100000
TP	368
Physical Attack	680
Physical Defense	660
Magical Attack	150
Magical Defense	390
Agility	216

Bear pelt	30%	10%
Bear Claw	35%	10%
Drop Yulzo Crystal	25%	10%
Pair Claw	15%	–
–	–	–

224 Skinny



Lv. 50 Race Type

Size: Large　Attributes Fire Earth Wind Water Tiger Mouth Light Dark)

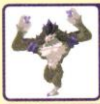
Location: Hipionia Contine (→P128)

EXP 404　**LP** 4　Gald 690

HP	16200
TP	126
Physical Attack	570
Physical Defense	435
Magical Attack	279
Magical Defense	228
Agility	258

Bear pelt	25%	10%
Falling Wolf Fang	35%	10%
Drop Bear Claw	35%	10%
Orange	15%	10%
Pair Claw	15%	–

225 Grimza



Lv. 57　Race Type

Size Large Attribute Fire Earth Country Water Light Garden

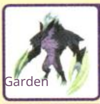
Appears: Ancient Tower City Tarcarron (→P289)

EXP 600 LP 5 Gald 795

HP	31200
TP	142
Physical	700
Physical Defense	502
Magical Attack	320
Magical Defense	250
Agility	289

Bear pelt	35%	10%
Bio Claw	25%	10%
Treat	20%	10%
Bio Claw	10%	–
–	–	–

226 Bearwolf



Lv. 61　Race Type Entry

Size Large Attribute Fire Earth Wind Water Light Aura

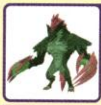
Appears Tomb of the (→P399)

EXP 450　**LP** 4　Gald 450

HP	43158
TP	166
Physical Attack	743
Physical Defense	589
Magical Attack	344
Magical Defense	311
Agility	290

Bear pelt	10%	5%
Eggbear Claw	10%	5%
–	–	–
–	–	–
–	–	–

227 Warwolf



Lv. 110 Race Beast-type

Size: Large Attributes: Fire, Earth, Wind, Water, Light, Dar

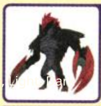
Appears Tomb of the Wishing Mi (→P405)

EXP 800 LP 4 Gald 752

HP	70127
TP	612
Physical Attack	1325
Physical Defense	911
Magical Attack	670
Magical Defense	650
Agility	290

Drop Bear Claw	10%	5%
Boar Hair	10%	5%
–	–	–
–	–	–
–	–	–

228 Blood Claw Wolf



Lv. 170 Race: Beast-type

Size: Large Attributes: Fire, Earth, Water, Ligh

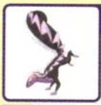
Appears Tomb of th (→P409)

EXP 1300 LP 4 Gald 752

HP	101,230
TP	846
Physical Attack	2014
Physical Defense	1654
Magical Attack	1045
Magical Defense	1050
Agility	290

落 Bio Claw	10%	5%
Primate Bristles	10%	5%
–	–	–
–	–	–
–	–	–

234 Scanky



Lv. 48 Tribe our

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

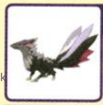
Appears: Wekea Continent (→P128)

EXP 261 LP 3 Gald 641

HP	18000
TP	218
Physical Attack	470
Physical Defense	400
Magical Attack	210
Defense	203
Agility	259

Smelly Bag	20%	10%
Drop Wekea Ore	20%	10%
Potato	15%	10%
2 Wekea Ore	15%	–
–	–	–

235 High Scanky



Lv. 50 Race: Beast-type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

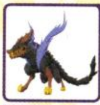
Appears: Wekea Continent (→P128)

EXP 355 LP 4 Gald 722

HP	18900
TP	226
Physical Attack	489
Physical Defense	432
Magical Attack	248
Magical Defense	242
Agility	280

Smelly Bag	30%	10%
Wekea Ore	15%	10%
Dropped: Panacea Bottle	15%	10%
Smelly Bag	15%	–
–	–	–

336 Gattuzo



Lv. 20 Race Welcome Entry

Size Large Attributes Fire Earth Wind Water Light Dark

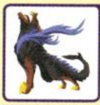
Appearance Efmid Hill (→P173)

EXP 700 LP 20 Gald 600

HP	26543
TP	380
Physical	288
Physical Defense	245
Magical Attack	141
Magical Defense	122
Agility	155

Power Light	100%	–
Wolf's Fang	15%	10%
S Attack Ring	–	–
–	–	–
–	–	–

337 Reminiscent Gattuzo



Lv. 63 Race Beast-type

Size Large Attributes Fire Earth Wind Water Light Garden

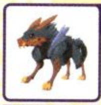
Appears Reminiscence (→P385)

EXP 30000 LP 30 Gald 15000

HP	310000
TP	960
Physical	800
Physical Defense	721
Magical Attack	639
Magical Defense	688
Agility	369

Drop: Power Light	100%	–
Wolf's Fang	15%	10%
–	–	–
–	–	–
–	–	–

338 Gattuso Pico



Lv. 16 Race pe

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

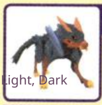
Appearance Efmid Hill (→P171)

EXP 52 LP 4 Gald 34

HP	3200
TP	72
Physic	182
Physical Defense	143
Magical Attack	81
Magical Defense	77
Agility	96

Life Bottle	15%	10%
Falling Beef	15%	10%
Wolf Fang	15%	–
–	–	–
–	–	–

339 Reminiscence Pico



Lv. 57 Race Type

Size: Medium; Attributes: Fire, Earth, Wind, Water, Light, Garden

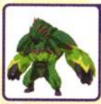
Appears Reminiscence (→P385)

EXP 3000 LP 5 Gald 1500

HP	36222
TP	72
Physical Attack	719
Physical Defense	663
Magical Attack	240
Magical Defense	312
Agility	160

Drop Life Bottle	15%	10%
Wolf Fang	15%	–
–	–	–
–	–	–
–	–	–

340 Green Menace



Lv. 34 Race Type Entry

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Garden

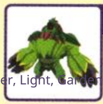
Appearance Cave Mock Great Forest (→P344)

EXP 1500 LP 30 Gald: 2000

HP	63900
TP	590
Physical Attack	495
Physical Defense	470
Magical Attack	398
Magical Defense	386
Agility	322

Green Menis Claw	30%	100%
Limits Bottle	25%	–
–	–	–
–	–	–
–	–	–

341 Reminiscence of Green Menis



Lv. 60 Race Ty

Size: Extra Large; Attributes: Fire, Earth, Wind

Appears Reminiscence (→P392)

EXP 22000 LP 30 Gald 10000

HP	350000
TP	680
Physical	850
Physical Defense	650
Magic	650
Magical Defense	650
Agility	322

Green Menis Claw	40%	100%
2 Limits Bottle	25%	–
–	–	–
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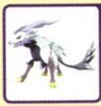


342 Fenrir

Lv. 58 Species: Beast-type

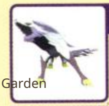
Size Huge Attributes Fire Earth Wind Water Light Garden

Appearance Elearumin Quartz Forest (→P346)

EXP 10000 LP 30 Gald 12000

HP	329222
TP	1080
Physical Attack	765
Physical Defense	632
Magical Attack	630
Magical Defense	436
Agility	256

Wolf's Fang	35%	100%
–	–	–
–	–	–
–	–	–
–	–	–



343 Reminiscence Fenrir

Lv. 65 Tribe hamber

Size Huge Attributes Fire Earth Wind Water Light Garden
Appearance Reminiscence Labyrinth (→P393)

EXP 30000 LP 30 Gald 15000

HP	435000
TP	1450
Physical	796
Physical Defense	780
Magical Attack	722
Magical Defense	500
Agility	256

Wolf's Great Fang	35%	100%
–	–	–
–	–	–
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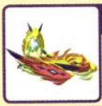


368 Beryus

Lv. 38 Species: Beast

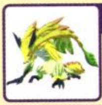
Size: Huge Attribute Fire Earth Wi Light Orb

Appearance: Arena - City Nodepolica (→P231)

EXP 4000 LP 30 Gald 3000

HP	96000
TP	700
Physical Attack	505
Physical Defense	500
Magical Attack	496
Magical Defense	369
Agility	193

Emerald Ring	100%	–
Basil	15%	–
S Ice Coffin	–	–
–	–	–
–	–	–



369 Reminiscent Beryus

Lv. 65 Race: Beast-type

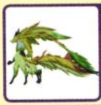
Size: Huge Attributes: Fire, Earth, Wind, Water

Appears Reminiscence (→P387)

EXP 30000 LP 30 Gald 15000

HP	420000
TP	1050
Physical Attack	833
Physical Defense	869
Magical Attack	800
Magical Defense	690
Agility	300

Emerald Ring	100%	–
Basil	15%	–
–	–	–
–	–	–
–	–	–



370 Berius (clone)

Lv. 37 Race: Beast-type

Size: Huge Attributes: Fire Earth Wind Wat

Appearance 闘技場 Shi Nodepolica (→P231)

EXP 0 LP 0 Gald 0

HP	72000
TP	400
Item 攻	480
Physical Defense	490
Magical Attack	460
Magical Defense	321
Agility	193

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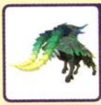

381 Brutal

Lv. 58 Race Type

Size: Huge Attributes: Fire Earth Realm Large Light

[Appearance: Veokia Plains · Southern Highway (→P346)

EXP 15000 LP 30 Gald 15000

HP	339000
TP	560
Physical Attack	745
Physical Defense	600
Magical Attack	622
Magical Defense	561
Agility	900

Longhorn	35%	100%
–	–	–
–	–	–
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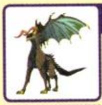


382 Brucis

Lv. 62 Specie our-Chamber

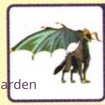
Size Extra Large Attribute Fire Zone Water Light Garden

Appears Egozo Forest (→P345)

EXP 15000 LP 30 Gald 20000

HP	396000
TP	550
Physical	777
Physical Defense	750
Magical Attack	600
Magical Defense	750
Agility	690

Drop: Blue Wing	35%	100%
Mix Gummy	25%	10%
–	–	–
–	–	–
–	–	–



383 Reminiscence Brucis

Lv. 64 Race come

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Garden

Appears Reminiscence (→P393)

EXP 30000 LP 30 Gald 15000

HP	432000
TP	700
Physical Attack	800
Physical Defense	788
Magical Attack	666
Magical Defense	800
Agility	790

Blue Wing	35%	100%
Drop: Mixed Gummy	25%	10%
–	–	–
–	–	–
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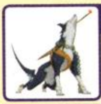

452 Rapido (Group Battle)

Lv. 70 Race 獣型

Size: Medium Attribute: Fire Feng Shui Light Garden

Appears: Open Arena (→P363)

EXP 8000 LP 30 Gald 5000

HP	140000
TP	5000
Physical Attack	945
Physical Defense	1200
Magical Attack	545
Magic Defense	1000
Agility	770

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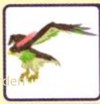


101 Hawk

Lv. 26 Race Bird-type

Size Medium Attribute Fire/Earth Mizumitsu Garden

Location Phantom Ship Aserm (Arsem) (→P212)

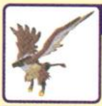
EXP 80 LP 4 Gald 155

HP	6150
TP	113
Physical Attack	296
Physical Defense	166
Magical Attack	128
Magical Defense	98
Agility	170

Pointed Beak	25%	10%
Pine Gummi	20%	10%
Pointed Beak	25%	–
–	–	–
–	–	–

● Monster Data / Bird-type

102 Horseraptor

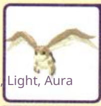


Lv. 22 Race: Bird-type V
Size Medium Attributes: Fire, Earth, Wind, Water, Light, Aura
Appearance: Gasfarost of the Gears (→P203)
EXP 73 LP 4 Gald 158

HP	3400
TP	105
Physical Attack	260
Physical Defense	260
Magical Attack	76
Magical Defense	52
Agility	124

Sun Hoof	25%	10%
Mane	15%	10%
Ruby Water	15%	10%
Carrot	15%	10%
Banashia Bottle	20%	–

103 Rabilap

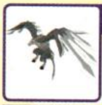


Lv. 36 Race Bird-type▼
Size Medium Attribute Fire Suikō Garden
Appears: Temza Mountain (→P234)
EXP 120 LP 3 Gald 315

HP	9980
TP	165
Physical Attack	385
Physical Defense	233
Magical Attack	214
Magical Defense	159
Agility	220

Winged Rabbit Feathered Ears	25%	10%
Holy Bottle	20%	10%
Carrot	15%	10%
Winged Rabbit Feathered Ears	15%	–
–	–	–

104 Ian Raptor

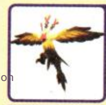


Lv. 42 Race Bird-type▼
Size: Medium Element: Fire Earth Wind Water Source Edition
Appearance Mobile Fortress (→P252)
EXP 175 LP 3 Gald 422

HP	13090
TP	150
Physical Attack	454
Physical Defense	394
Magical Attack	136
Magical Defense	206
Agility	174

Pointed Beak	25%	10%
Medium Bird Feather	20%	10%
Pointed Beak	25%	–
–	–	–
–	–	–

105 Firebird

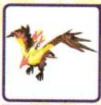


Lv. 31 Race: Bird-type
Size: Medium Attributes: Fire, Earth, Wind, Water
Location: Kogor Desert (→P224)
EXP 110 LP 4 Gald 201

HP	8060
TP	197
Physical Attack	355
Physical Defense	214
Magical Attack	229
Defense	207
Agility	195

Dropped Beak	20%	10%
Flay Stone	25%	10%
Drop: Medium Bird Feather	20%	10%
Panacea Bottle	15%	10%
Flay Stone	25%	–

106 Flamebird

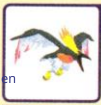


Lv. 55 Race: Bird-type
Size: Medium Attribute: Fire / Earth Mizumitsu Garden
Appearance: Deep Cavern Zone (→P377)
EXP 788 LP 4 Gald 1080

HP	37800
TP	329
Physical	588
Physical Defense	498
Magical Attack	497
Magical Defense	314
Agility	422

Pointed Beak	20%	10%
Flay Stone	25%	10%
Medium Bird Feather	20%	10%
Panacea Bottle	15%	10%
Flay Stone	25%	–

107 Penginist

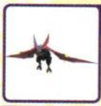


Lv. 52 Race: Bird-type V
Size: Medium Attributes: Fire Earth Wind Water
Appears: Zoffer Iceblade Sea (→P259)
EXP 400 LP 4 Gald 708

HP	34020
TP	253
Physical	670
Physical Defense	515
Magical Attack	480
Magical Defense	275
Agility	312

Dropped Beak	25%	10%
Freeze Stone	25%	10%
Medium Bird Feather	20%	10%
Iliki Ice	20%	10%
2 Pointed Beak	15%	–

108 Private Bat

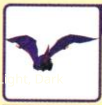


Lv. 50 Race Bird-type V
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears Tomb of the Wishing Mirror (→P399)
EXP 420 LP 4 Gald 400

HP	12825
TP	213
Physical Atk	710
Physical Defense	336
Magical Attack	310
Defense	285
Agility	269

Medium Bird Feather	10%	5%
Eye Divine Tree	10%	5%
Rabbit Ear	10%	5%
–	–	–
–	–	–

109 Chief Bat

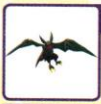


Lv. 60 Race Bird-type
Size: Medium Attribute Fire Wind Water Light Mouth
Appears Tomb of the Wishing Mirror (→P401)
EXP 901 LP 5 Gald 420

HP	15200
TP	252
Physical Attack	780
Physical Defense	361
Magical Attack	375
Magical Defense	325
Agility	316

Dropped: Monster Bone	10%	5%
Trent's Flower	5%	5%
Rabbit fur	10%	5%
–	–	–
–	–	–

110 Captain Butt

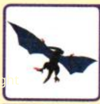


Lv. 100 Race: Avian ▼
Size Medium Attributes Fire, Earth, Wind, Water, Light
Appears Tomb of the Wishing Mirror (→P403)
EXP 1966 LP 5 Gald 878

HP	40642
TP	474
Physical	972
Physical Defense	551
Magical Attack	599
Magical Defense	520
Agility	548

Drop: Fangbeast Pelt	10%	5%
Eye Down Feathers	10%	5%
Drop: Spider Web	10%	5%
–	–	–
–	–	–

111 Major Bat

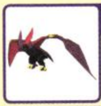


Lv. 110 Race: Avian
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears Tomb of the Wishing Mirror (→P405)
EXP 2066 LP 5 Gald 978

HP	50049
TP	499
Physical Attack	1178
Physical Defense	612
Magical Attack	720
Magical Defense	630
Agility	466

Hard Hide	10%	5%
Magical Tome Fragment	10%	5%
Wolf Fang	10%	5%
–	–	–
–	–	–

112 Kanerubatto



Lv. 150 Race: Bird-type▼

Size: Medium Attributes: Fire Earth Wind Water

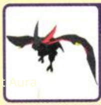
Appears at the Tom (→P407)

EXP 2166 LP 5 Gald 1078

HP	74501
TP	654
Physical Attack	1745
Physical Defense	745
Magical Attack	945
Defense	805
Agility	548

Drop: Jet-Black Ink	10%	5%
Water-repellent cloth	10%	5%
Knight's Spring	10%	5%
–	–	–
–	–	–

113 General Butt



Lv. 170 Species Bird-type V

Size: Medium Attributes: Fire, Earth, Country, Water, Light

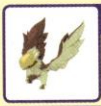
Appears Tomb of the Wishing Mirror (→P409)

EXP 2266 LP 5 Gald 1178

HP	94541
TP	956
Physical Attack	1945
Physical Defense	1495
Magical Attack	1024
Magical Defense	1100
Agility	654

Sun Makashu	10%	5%
Drop Mandragora's Eye	10%	5%
Knight's Holy Deep Water	10%	5%
–	–	–
–	–	–

114 Chun Chun



Lv. 11 Race Bird Script

Size Small Attribute Fire Earth Wind Water Light

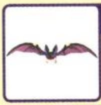
Appearance Efmid Hill (→P171)

EXP 23 LP 3 gald 52

HP	1320
TP	50
Physical Attack	135
Physical Defense	174
Magical Attack	72
Magic Defense	60
Agility	101

Small Bird Feather	20%	10%
Ilikia Grass	25%	10%
Chicken	15%	10%
Small Bird Feather	20%	–
–	–	–

115 Bat



Lv. 10 Race: Bird-type

Size: Small Attributes: Fire Earth Wind Water

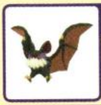
Appears: Shaikos Ruins (→P167)

EXP 25 LP 3 gald 44

HP	1200
TP	70
Physical Attack	120
Physical Defense	170
Magical Attack	78
Magical Defense	72
Agility	95

Bat Wing	25%	10%
Spectacles	20%	10%
Bat Wing	25%	–
–	–	–
–	–	–

116 Black Bat



Lv. 17 Race Bird-type▼

Size: Medium Attributes: Fire, Earth, Wind, Wa ight, Space

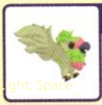
Location: Ragou Manc (→P177)

EXP 40 LP 4 Gald 71

HP	1700
TP	50
Physical Attack	178
Physical Defense	170
Magical Attack	94
Magic Defense	76
Agility	105

Bat Wing	25%	10%
Apple Gummi	20%	10%
Dark Bottle	20%	10%
Bat Wing	25%	–
–	–	–

117 Byu-Byu



Lv. 16 Race Bird-type

Size: Small; Attribute: Fire, Earth, Wind, Water (lighting?)

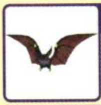
Appearance: The Dead City Carboclam (→P184)

EXP 44 LP 4 Gald 75

HP	2500
TP	48
Physical Attack	192
Physical Defense	210
Magical Attack	74
Magical Defense	78
Agility	105

Small Bird Feather	25%	10%
Drop Torbifish	20%	10%
Soul Grass	10%	10%
Chicken	15%	10%
Orange Gummy	25%	–

118 Red Eyebat



Lv. 22; Tribe: Bird Sky V

Size: Small Attributes: Fire Earth Wind Water

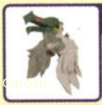
Appears: Underground S (→P199)

EXP: 30; LP 4 Gald: 40

HP	2900
TP	60
Physical Attack	253
Physical Defense	190
Magical Attack	94
Magical Defense	53
Agility	125

Bat Wing	30%	10%
Dark Bottle	15%	10%
Tomato	20%	10%
Bat Wing	25%	–
–	–	–

119 Chokkin



Lv. 23 Race Room Typ

Size: Small; Attributes: Fire, Earth, Wind

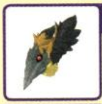
Appearance: Gear Tower Gasfarost (→P203)

EXP 39 LP 4 Gald 242

HP	3100
TP	89
Physical Attack	264
Physical Defense	280
Magical Attack	185
Magical Defense	145
Agility	163

Small Bird Feather	20%	10%
Large Claw	25%	10%
Chicken	15%	10%
Large Claw	20%	–
–	–	–

120 Gyungyun



Lv. 39 Race: Bird-type V

Size: Small; Attributes: Fire, Earth, Wind, Light, Spirit

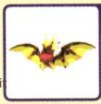
Appears: Forgotten Temple Paktion (→P246)

EXP 149 LP 4 Gald 390

HP	9826
TP	140
Physical Attack	434
Physical Defense	263
Magical Attack	180
Magical Defense	128
Agility	254

Small Bird Feather	25%	10%
Chicken	15%	10%
Small Bird Feather	25%	–
–	–	–
–	–	–

121 Firebat



Lv. 31 Race Bird-type

Size: Small Attributes: Fire Earth Wind Water Light Garden

Location: Kogor Desert (→P224)

EXP 84 LP 4 Gald 192

HP	7676
TP	140
Physical	374
Physical Defense	192
Magic Attack	242
Magical Defense	197
Agility	195

Bat Wing	25%	10%
Flay Stone	25%	10%
Flay Stone	25%	–
–	–	–
–	–	–

● Monster Data / Bird-type

122 Flamebat

Lv. 55 Race Bird-type▼
Size: Small Attributes: Fire, Earth, Wind, Water, Light
Appearance: Large D (→P377)
EXP 420 LP 4 Gald 680

HP	16225
TP	329
Physical Attack	572
Physical Defense	328
Magical Attack	411
Magical Defense	214
Agility	399

Bat Wing	25%	10%
Flay Stone	25%	10%
Flay Stone	25%	–
–	–	–
–	–	–

123 Thunder Bat

Lv. 28 Race: d-type▼
Size: Small A ributes: Fire Earth Wind Water L
Appears: Throat of Cados (→P219)
EXP 88 LP 4 Gald 175

HP	6480
TP	137
Physical Attack	322
Physical Defense	207
Magical Attack	228
Defense	168
Agility	189

Bat Wing	30%	10%
Drop Paralysis Powder	25%	10%
Drop: Dark Bottle	15%	10%
Paralysis Powder	20%	–
–	–	–

124 Pachi-pachi

Lv. 36 Race Bird-type
Size: Small Attributes Fire Earth Wind Water Light Garden
Appears: Four Sisters Archipelago (→P128)
EXP 139 LP 4 Gald 276

HP	9860
TP	168
Physical Attack	400
Physical Defense	380
Magic Attack	260
Defense	182
Agility	207

Drop Small Bird Feather	25%	10%
Dezue Panning Gold	20%	10%
Chicken	15%	10%
Dezue Panning Gold	20%	–
–	–	–

125 Bishi-pashi

Lv. 20 Race Bird-type
Size: Small A ributes: Fire Earth Wind Water L
Appears Cave Mock Great For (→P195)
EXP 75 LP 4 Gald 96

HP	2800
TP	91
Physical Attack	223
Physical Defense	260
Magical Attack	108
Magical Defense	91
Agility	161

Drop Small Bird Feather	25%	10%
Feather Harisen	15%	10%
Falling Chicken	15%	10%
Cocktail Bottle	5%	–
–	–	–

126 Pappaka

Lv. 18 Race: Bird-type
Size: Small Attribute: Fire,
Appearance: Torubikia Continent – East (→P128)
EXP 39 LP 4 Gald: 79

HP	3946
TP	81
Physical	158
Physical Defense	97
Magical Attack	99
Magical Defense	63
Agility	149

Drop Small Bird Feather	25%	10%
Beak trumpet	15%	10%
Falling Chicken	25%	10%
Orange Gummy	10%	–
–	–	–

127 Pikopiko

Lv. 33 Race Bird-type
Size: Small; Attributes: Fire, Earth, Wind, Water, Light (園)
Appearance: Northeast of the Illica Continent (→P128)
EXP: 95 LP 4 Gald: 197

HP	8900
TP	153
Physical Attack	371
Physical Defense	300
Magical Attack	160
Magic Defense	161
Agility	221

Drop Small Bird Feather	30%	10%
Pikohan Beak	15%	10%
Falling Chicken	20%	10%
Pikohan Beak	15%	–
–	–	–

128 Leaf Bat

Lv. 19 Race: Bird Four
Size: Small At ibutes: Fire, Earth, Wind, Water, Aura
Appears Cave Mock Great For (→P195)
EXP 45 LP 4 Gald 90

HP	3000
TP	63
Physical Attack	195
Physical Defense	180
Magical Attack	87
Magical Defense	43
Agility	119

Dropped: Bat Wing	25%	10%
Soul Grass	15%	10%
3 Magic Resin	30%	10%
Sun Magic Resin	20%	–
–	–	–

129 Ice Bat

Lv. 32 Race Bird-type▼
Size: Small A ributes: Fire Earth Wind Water L
Location: Kogor Desert (→P224)
EXP 110 LP 4 Gald 215

HP	7200
TP	118
Physical	380
Physical Defense	240
Magical Attack	267
Magical Defense	229
Agility	185

Bat Wing	25%	10%
Freeze Stone	30%	10%
Freeze Stone	20%	–
–	–	–
–	–	–

130 Private Bat Junior

Lv. 55 Race Bird-type
Size Small Attribute Fire Earth Country Light Mouth
Appears Tomb of the Wishing Mirror (→P399)
EXP 350 LP 4 Gald 350

HP	8900
TP	201
Physical Attack	587
Physical Defense	316
Magical Attack	310
Magical Defense	285
Agility	336

Day Magic Resin	10%	5%
Small Bird Feather	10%	5%
–	–	–
–	–	–
–	–	–

131 Chief Bat Junior

Lv. 60 Race: Bird-type
Size Small Attribute Fire Earth Wind Water Peach Source
Appears Tomb of th (→P399)
EXP 850 LP 5 Gald 450

HP	12000
TP	238
Physical Attack	642
Physical Defense	340
Magical Attack	375
Magical Defense	325
Tax excluded	395

Demon-Hunting Wine	10%	5%
Insect Wing	10%	5%
–	–	–
–	–	–
–	–	–

132 Captain Bat Junior

Lv. 100 Race: Avian ▼

Size: Small Attributes: Fire Earth Wind Water Light Garden

Appears Tomb of th (→P403)

EXP 1856 LP 5 Gald 767

HP	32086
TP	446
Physical Attack	812
Physical Defense	532
Magical Attack	599
Magical Defense	515
Agility	501

Mane	10%	5%
Golden Mane	10%	5%
–	–	–
–	–	–
–	–	–

133 Major Bat Junior

Lv. 110 Race: Bird-type ▼

Size: Small Attributes: Fire Earth Wind Water Light Garden

Appears Tomb of th (→P405)

EXP 1856 LP 5 Gald 867

HP	37125
TP	512
Physical	1074
Physical Defense	613
Magical Attack	664
Magical Defense	625
Agility	583

Bat Wing	10%	5%
Beak trumpet	10%	5%
–	–	–
–	–	–
–	–	–

134 Kaneel Bat Junior

Lv. 150 Race: Bird-type ▼

Size: Small; Attributes: Fire, Earth, Wind, Water, Light, Garden

Appears Tomb of the Wishing Mirror (→P407)

EXP 1956 LP 5 Gald 967

HP	50124
TP	645
Physical	1541
Physical Defense	1014
Magical Attack	945
Magical Defense	790
Agility	686

Aphid	10%	5%
King Aphid	5%	5%
–	–	–
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–	–	–

135 General Bat Junior

Lv. 170 Race: Bird-type ▼

Size: Small; Attribute: Fire Feng Shui Light Garden

Appears Tomb of th (→P409)

EXP 2056 LP 5 Gald 1067

HP	60456
TP	754
Physical Attack	1745
Physical Defense	1321
Magic Attack	1045
Magic Defense	975
Agility	818

Feather Harisen	10%	5%
Pikohan Beak	10%	5%
–	–	–
–	–	–
–	–	–

152 NiwaNiwa

Lv. 38 Race Bird-type▼

Size: Medium; Attributes: Fire, Earth, Water, Light, Garden

[Location: Egosō Forest (→P240)

EXP 147 LP 4 Gald 375

HP	10890
TP	137
[Physical	425
Physical Defense	309
Magical Attack	280
Magical Defense	221
Agility	204

Piyopiyo Egg	25%	10%
Medium Bird Feather	15%	10%
Air Stone	15%	10%
Egg	15%	10%
Lemon Gummi	20%	–

163 PiyoPiyo

Lv. 37 Race Bird-type

Size: Small Attributes: Fire Earth Wind H

Appears Egozo Forest (→P240)

EXP 133 LP 3 Gald 336

HP	9036
TP	144
Physical Attack	396
Physical Defense	278
Magical Attack	218
Magical Defense	198
Agility	208

Soft Tail	20%	10%
Drop Hipionia Coral	25%	10%
Air Stone	25%	10%
Air Stone	20%	–
–	–	–

202 Sword Beak

Lv. 32 Race B -type▼

Size Medium Attribute Fire Earth Country Water Light

Appears Mother Cados Mountain Range - North Desert (P128)

EXP 95 LP 4 Gald 201

HP	9280
TP	149
Physical	377
Physical Defense	220
Magical Attack	210
Magical Defense	159
Agility	177

Medium Bird Feather	20%	10%
Sharp Blade	25%	10%
Sun Silver Mine	15%	10%
Sun Silver Mine	15%	–
–	–	–

203 Axe Beak

Lv. 10 Race: Bird-type

Size Medium Attributes Fire Earth Wind Water Light Dark

Appears in Kuoi Fo (→P160)

EXP 26 LP 3 Gald 58

HP	1000
TP	125
Physical Attack	105
Physical Defense	180
Magical Attack	78
Magical Defense	36
Agility	61

Drop: Irikia Herb	25%	10%
Medium Bird Feather	15%	10%
Gummi base	10%	10%
Ilikia Grass	20%	–
–	–	–

204 Axe Beak (Aearu Rampage)

Lv. 47 Race Bird-type▼

Size: Medium Attributes: Fire Earth Wind Water Light Dark

Appears Imperial Capital Zaphias (Anomaly) (P262)

EXP 221 LP 4 Gald 603

HP	17600
TP	224
Physical Attack	512
Physical Defense	410
Magic Attack	312
Magical Defense	186
Agility	184

Drop: Irikia Herb	15%	10%
Medium Bird Feather	25%	10%
Chicken	15%	10%
Beef	15%	10%
Medium Bird Feather	20%	–

210 Viewgulbeek

Lv. 43 Race Bird-type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

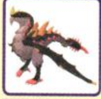
Appears: Zopher Iceblade Sea - North (→P128)

EXP 193 LP 4 Gald 440

HP	14700
TP	197
Physical Attack	412
Physical Defense	300
Magical Attack	193
Magical Defense	177
Agility	236

Drop: Medium Bird Feather	25%	10%
Pelican Pouch	25%	10%
Pine Gummi	15%	10%
Pelican Pouch	15%	–
–	–	–

211 Blade Beak



Lv. 72
Species: Island S
Size Medium
Attributes Fire Earth Wind Water Light
Appears Reminiscence (→P382)
EXP 800 LP 4 Gald 1200

HP	48000
TP	448
Physical Attack	950
Physical Defense	900
Magical Attack	680
Magical Defense	324
Agility	356

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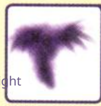
354 Pterops

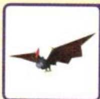


Lv. 33 Race Bird-type
Size: Extra Large; Attributes: Fire, Earth, Wind,
Appears: Throat of Cados (→P221)
EXP 2700 LP 30 Gald 1500

HP	66000
TP	600
Physical Attack	468
Physical Defense	500
Magical Attack	340
Magical Defense	200
Agility	225

Falling Speedlight	100%	–
Verbena	15%	–
S Resume Ring	–	–
–	–	–
–	–	–

355 Attack Bat



Lv. 33
Race Bird-type▼
Size: Small Attributes: Fire, Earth, Wind, Water
Spawn: Throat of Cados (→P221)
EXP 0 LP 0 Gald 0

HP	8000
TP	100
Physical Attack	332
Physical Defense	322
Magical Attack	225
Magical Defense	150
Agility	225

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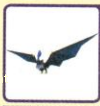
356 Magic Bat



Lv. 33
Race: Bird-type V
Size: Small Attributes: Fire, Earth, Wind, Water
Appears: Throat of Cados (→P221)
EXP 0 LP 0 Gald 0

HP	6000
TP	300
Physical Attack	302
Physical Defense	215
Magical Attack	336
Magical Defense	312
Agility	225

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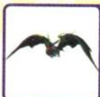
357 Leader Bat

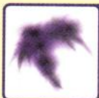


Lv. 33
Race Island-type
Size: Small
Attribute Fire/Ground
Appears: Throat of Cados (→P221)
EXP 2700 LP 30 Gald 1500

HP	24000
TP	500
Physical	422
Physical Defense	385
Magical Attack	303
Magic Defense	106
Agility	225

Speed Light	100%	–
Verbena	15%	–
S Resume Ring	–	–
–	–	–
–	–	–

358 Pterops of Reminiscence

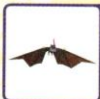


Lv. 33
Race: Bird-type V
Size: Extra Large; Attributes: Fire, Earth, Wind,
Appears Reminiscence (→P391)
EXP 30000 LP 30 Gald 15000

HP	264000
TP	900
Physical	668
Physical Defense	655
Magical Attack	480
Magical Defense	388
Agility	325

Speed Light	100%	–
Verbena	15%	–
–	–	–
–	–	–
–	–	–

359 Attack Bat of Reminiscence



Lv. 33
Race Bird-type
Size: Small; Attributes: Fire, Earth, Country, Water, Light, Garden
Appears Reminiscence (→P391)
EXP 0 LP 0 Gald 0

HP	32000
TP	100
Physical Attack	512
Physical Defense	445
Magic Attack	285
Magic Defense	180
Agility	285

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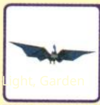
360 Remembrance Magic Bat



Lv. 33
Species: Bird-type V
Size: Small; Attributes: Fire, Earth, Wind, Water,
Appears Reminiscence (→P391)
EXP 0 LP 0 Gald 0

HP	24000
TP	500
Physical	380
Physical Defense	425
Magical Attack	486
Magical Defense	412
Agility	252

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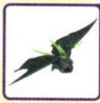
361 Remembrance Leader Bat

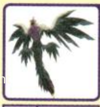


Lv. 33
Race Bird-type
Size: Small; Attributes: Fire, Earth, Wind, Water, Light
Appears Reminiscence (→P391)
EXP 30000 LP 30 Gald 15000

HP	96000
TP	500
Physical Attack	554
Physical Defense	485
Magical Attack	350
Magical Defense	225
Agility	300

Speed Light	100%	–
–	–	–
–	–	–
–	–	–
–	–	–

362 Pterabronk

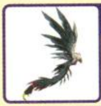


Lv. 49
Race Bird-type▼
Size: Extra Large; Attributes: Fire, Earth, Wind,
Appears: Temza Mountain (→P332)
EXP 12000 LP 10 Gald 14000

HP	168523
TP	880
Physical	688
Physical Defense	636
Magical Attack	540
Magical Defense	640
Agility	360

Giant Bird Beak	35%	100%
Lemon Gummi	15%	–
–	–	–
–	–	–
–	–	–

363 Reminiscence Pterabronc

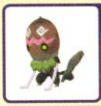


Lv. 66 Species: Island Herb
Size: Extra Large Attributes: Fire, Earth Water / Light
Location: Reminiscence Maze (→P393)
EXP 30000 LP 30 Gald 15000

HP	479950
TP	1200
Physical Attack	836
Physical Defense	900
Magical Attack	746
Magical Defense	820
Agility	391

落 Giant Bird Beak	35%	100%
盗 Lemon Gummi	15%	–
–	–	–
–	–	–
–	–	–

154 Gobreeze

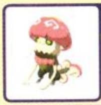


Lv. 28 Race Demonic Creat
Size Medium Attribute Fire Earth Wind Water Light Dark
Appearance Illykia Continent · Eastern Isles (-P128)
EXP 85 LP 4 Gald 196

HP	7130
TP	106
Physical	253
Physical Defense	214
Magical Attack	149
Magical Defense	152
Agility	159

落 Primate Bristles	30%	10%
落 Donguri Met	15%	10%
落 Ilikia Grass	20%	10%
落 Kiwi	15%	10%
盗 Donguri Met	20%	–

155 Venomizers

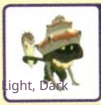


Lv. 46 Enviro ental Demon/Beast Type
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears: Southern Islands - North (→P128)
EXP 236 LP 4 Gald 481

HP	15600
TP	198
Physical Attack	478
Physical Defense	400
Magical Attack	256
Magical Defense	226
Agility	183

落 Primate Bristles	25%	10%
落 Mushroom Powder	20%	10%
落 エアルホウセンダケ	10%	10%
落 Yuruzo Crystal	25%	10%
盗 Shiitake (shiitake mushroom)	25%	–

158 Seasiders

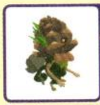


Lv. 15 Race Demonic Creature Type
Size: Medium Attribute: Fire Region: Suikōen en)
Appearance Efmid Hill (→P171)
EXP 39 LP 3 Gald 66

HP	2300
TP	51
Physical Attack	166
Physical Defense	200
Magical Attack	56
Magical Defense	66
Agility	75

落 Primate Bristles	20%	10%
Ring Shell	25%	10%
落 カクテルボトル	20%	10%
落 Apple	15%	10%
盗 貝殻	15%	–

159 ウッディウッズ

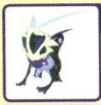


Lv. 70 Race Demonic Creature Type
サイズ 中型 属性 火 地 風 水 光 闇
Appears Reminiscence Labyrinth (→P382)
EXP 750 LP 4 ガルド 988

HP	39000
TP	500
Physical Attack	880
Physical Defense	1120
Magical Attack	680
Magical Defense	420
Agility	480

落 Orange	15%	10%
–	–	–
–	–	–
–	–	–
–	–	–

160 ジューダーズ

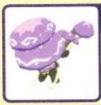


Lv. 48 Race Demonic Creat
サイズ 中型 属性 火 地風水光源
出現ユルゾレア大陸・北諸島 (P 28)
EXP 2000 LP 15 Gald 2000

HP	19999
TP	242
Physical Attack	523
Physical Defense	380
Magical Attack	330
Magical Defense	190
Agility	259

Fur of the Fallen Ape	25%	10%
落 Dragon Fossil	10%	10%
落 Yuruzo Crystal	25%	10%
落 Orange Gummy	15%	10%
盗 Dragon Fossil	5%	–

161 Poimies

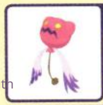


Lv. 47 Race Demonic Creatu
Size: Medium Attributes: Fire, Earth, Water, Mouth
Appears: Southern Islands - North (→P128)
EXP 265 LP 4 Gald 514

HP	17260
TP	183
Physical	500
Physical Defense	360
Magical Attack	207
Magical Defense	203
Agility	236

落 Primate Bristles	30%	10%
落 Mushroom Powder	15%	10%
Falling Earhousentake	20%	10%
落 Mushroom Powder MAX	15%	10%
盗 Shiitake (shiitake mushroom)	20%	–

237 Balloon Ghost

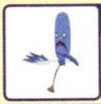


Lv. 25 種族 Magical Beast Type
Size: Medium. Attributes: Fire, Region: Water Light Garden
Appearance: Ilikia Continent · Eastern Islands (→P128)
EXP 54 LP 4 Gald 50

HP	2600
TP	123
Physical Attack	280
Physical Defense	240
Magical Attack	215
Magical Defense	200
Agility	80

Falling Rubber Skin	25%	10%
2 Mochimocchin Powder	15%	–
–	–	–
–	–	–
–	–	–

238 Jet Balloon

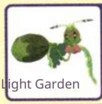


Lv. 28 Academy Magical Creature Type
Size: Medium Attributes: Fire Earth Country Water Light Garden
Appearance: Ilikia Continent · Eastern Isles (→P128)
EXP 60 LP 4 Gald 193

HP	4500
TP	136
Physical Attack	312
Physical Defense	225
Magical Attack	199
Magical Defense	179
Agility	60

Falling Rubber Skin	30%	10%
落 Panacea Bottle	15%	10%
盗 Rubber skin	10%	–
–	–	–
–	–	–

239 Prifuwawa

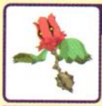


Lv. 15 Race Demonic Creat
Size: Medium Attributes: Fire Earth Wind
Location: Mulrokia Peninsul (→P128)
EXP 42 LP 3 Gald 67

HP	1680
TP	88
Physical Attack	175
Physical Defense	340
Magical Attack	89
Magical Defense	10
Agility	77

落 Puchi Puri Fruit	25%	10%
Drop: Petit-Puri Leaf	25%	10%
Drop Soul Glass	10%	10%
盗 Puchi Puri Leaf	15%	–
–	–	–

● Monster Data / Magical Creature Type



240 Rosagigantia

Lv. 34 Race Demonic Creature Type

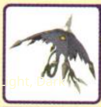
Size: Medium Attributes: Fire, Earth, Wind, Wa Light, Dark

Appearance: Twin Islands of Mianma (→P128)

EXP 192 **LP** 4 Gald 133

HP	9220
TP	139
Physical Attack	368
Physical Defense	300
Magic 攻	260
Magical Defense	220
Agility	142

Hard Thorn	20%	10%
Dezue Panning Gold	15%	10%
Rose Flower	15%	10%
Rose Flower	10%	–
–	–	–



241 Strange Bat

Lv. 17 Race Demonic Creature Type

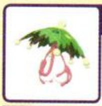
Size: Medium Attributes: Fire, Wind, Water, Lig

Appearance: Ruined City Karbokram (→P184)

EXP 44 **LP** 4 Gald 77

HP	1400
TP	141
Physical Attack	236
Physical Defense	340
Magical Attack	165
Magical Defense	20
Agility	66

Sharp Blade	30%	10%
Drop Water-repellent Cloth	25%	10%
Gummi base	10%	10%
Drop Potato	10%	10%
Sharp Blade	15%	–



242 Fancy Parasol

Lv. 20 Race Demonic Creature Type

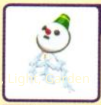
Size: Medium Attributes: Fire, Earth, Wind, W

Appearance: The Dead City Car (→P184)

EXP 45 **LP** 4 Gald 113

HP	5335
TP	103
Item 攻	215
Physical Defense	167
Magical Attack	95
Magical Defense	91
Agility	107

Sun Makashu	25%	10%
Water-repellent cloth	30%	10%
Toruby Water	15%	10%
Potato	10%	10%
Water-repellent cloth	15%	–



243 Snow Spirits

Lv. 47 Race Demonic Creature Type

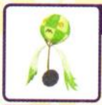
Size: Medium Attributes: Fire, Earth, Wind, Wa Light, Garden

Appears: Zoffer Iceblade Sea (→P259)

EXP 276 **LP** 4 Gald 572

HP	17500
TP	222
Physical Attack	490
Physical Defense	424
Magical Attack	214
Magical Defense	240
Agility	220

Freeze Stone	25%	10%
Carrot	15%	10%
Straw mat (goza)	15%	–
–	–	–
–	–	–



244 Bigger Balloon

Lv. 47 甜 Demon Creature R

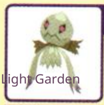
Size: Medium Attributes: Fire Earth Country Water Light Garden

Appearance: Nam (→P128)

EXP 667 **LP** 4 Gald 651

HP	15480
TP	190
Physical Attack	500
Physical Defense	460
Magical Attack	207
Magical Defense	211
Agility	212

Rubber skin	20%	10%
Yuruzo Fruit	20%	10%
Drop Cocktail Bottle	15%	10%
Yurzo Fruit	15%	–
–	–	–



245 Poltergeist

Lv. 26 Race Demonic Creature Type

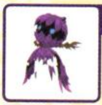
Size: Medium Attributes: Fire, Earth, Wind, Wat

[Appearance: Ghost Ship Arselm] (→P212)

EXP 75 **LP** 4 Gald 131

HP	6232
TP	127
Physical	256
Physical Defense	166
Magical Attack	183
Magical Defense	163
Agility	130

Soul Fragment	25%	10%
Holy Bottle	15%	10%
Soul Fragment	15%	–
–	–	–
–	–	–



246 Hysteric Purple

Lv. 59 Race: Broadlife Type

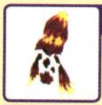
Size: Medium Attributes: Fire Earth Wind Water Light D

Location: Ancient Tower City (→P289)

EXP 539 **LP** 5 Gald 778

HP	22334
TP	245
Physical Attack	612
Physical Defense	1024
Magic Attack	470
Magic Defense	306
Agility	28

Soul Fragment	35%	10%
Drop: Dark Bottle	15%	10%
Soul Fragment	15%	–
–	–	–
–	–	–



249 Fire Spirits

Lv. 31 Alcohol Demon-Type

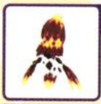
Size: Medium Attributes: Fire Earth Wind Water Lig

Location: Kogor Desert (→P224)

EXP 79 **LP** 4 Gald 194

HP	7272
TP	189
Physical	345
Physical Defense	420
Magical Attack	264
Magical Defense	180
Agility	105

Flay Stone	30%	10%
貝殻	15%	10%
Flay Stone	25%	–
–	–	–
–	–	–



250 Flame Spirits

Lv. 55 Race Demonic Creatur

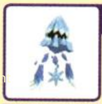
Size: Medium Attributes: Fire Earth Wind W

Appearance: Deep Cavern Zone (→P377)

EXP 550 LP 4 Gald 900

HP	11800
TP	384
Physical Attack	416
Physical Defense	492
Magical Attack	614
Magical Defense	153
Agility	170

Flay Stone	30%	10%
3 Shells	15%	10%
Flay Stone	25%	–
–	–	–
–	–	–



251 Ice Spirits

Lv. 32 Race Demonic Creature Type

Size: Medium Attributes: Fire, Earth, Wind, Wa

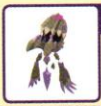
Location: Kogor Desert (→P224)

EXP 90 **LP** 4 Gald 202

HP	8460
TP	186
Physical Attack	340
Physical Defense	440
Magic Attack	247
Magical Defense	165
Agility	108

Freeze Stone	30%	10%
Drop Life Bottle	15%	10%
Pine Gummi	10%	–
–	–	–
–	–	–

252 Crista Spirit

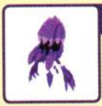


Lv. 53 Spec : Demonic Creature Ty
Size: Medium Attribute: Fire/Earth Water Light
Appearance: Erealumin Quartz (→P277)
EXP 432 LP 4 Gald 738

HP	9999
TP	291
Physical Attack	666
Physical Defense	999
Magical Attack	555
Defense	8
Agility	620

Crystal	25%	10%
Spectacles	10%	—
—	—	—
—	—	—
—	—	—

253 Core Spirit

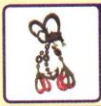


Lv. 53 種族 Creature
Size: Medium Element Fire Earth Wind Water Light Garden
Appears Tomb of th (→P399)
EXP 432 LP 4 Gald 650

HP	22222
TP	333
Physical Attack	777
Physical Defense	3333
Magic	555
Defense	2
Agility	620

Crystal	10%	5%
Soul Fragment	10%	5%
Green Light	10%	5%
—	—	—
—	—	—

254 Anchor Geist

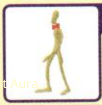


Lv. 27 Race Demonic Creat
Size: Medium Attributes: Fire Earth Wind Water
Appears Ghost Ship Arselm (→P212)
EXP 75 LP 4 Gald 182

HP	6024
TP	161
Physical Attack	256
Physical Defense	216
Magical Attack	162
Magical Defense	154
Agility	81

Soul Fragment	20%	10%
Drop Life Bottle	15%	10%
Weak Bottle	15%	10%
Squid	15%	10%
Soul Fragment	15%	—

275 Gentlemen

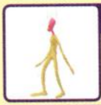


Lv. 25 Race Demonic Creat
Size Large Attributes Fire Earth Wind Water Light Dark
Appears Laurice Island (→P128)
EXP 200 LP 4 Gald 300

HP	11500
TP	110
Physical Attack	300
Physical Defense	256
Magical Attack	225
Magical Defense	210
Agility	101

Pride of a Gentleman	25%	10%
Tolby Fish	15%	10%
Drop: Spectacles	10%	10%
Milk	15%	10%
Pride of a Gentleman	10%	—

276 Gentlematch

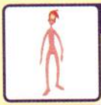


Lv. 40 Temple it Magical Creature Type
Size Large Attribute Fire Area Water Light Gar
Location: Torubikia Continent - South (→P128)
EXP 400 LP 5 Gald 460

HP	17600
TP	164
Physical Attack	458
Physical Defense	302
Magic Attack	410
Magical Defense	258
Agility	148

Pride of a Gentleman	30%	10%
Flay Stone	30%	10%
Spectacles	10%	10%
Flay Stone	25%	—
—	—	—

277 Gentle Replica

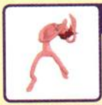


Lv. 50 Sealed-Demon Creature: Raccoon Type
Size: Large Attributes: Fire, Water, Light, Garden
Appears Laurice Island (→P128)
EXP: 1600, LP 5 Gald 1000

HP	34555
TP	176
Physical Attack	612
Physical Defense	496
Magical Attack	155
Magical Defense	143
Agility	269

Drop: Gentleman's Pride	20%	10%
Drop: Fragment of Super Vibration	15%	10%
Drop Holy Bottle	15%	10%
Strawberry	15%	10%
Pride of a Gentleman	15%	—

278 Gentle Replica (Group Battle)

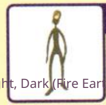


Lv. 60 種族 Magical Beast Type
Size: Large; Attributes: Fire, Earth, Wind, Water, Light, Dark (Fire Earth Wind Water Light Dark)
Appearance: C (→P361)
EXP: 1600, LP 5 Gald 1000

HP	43200
TP	176
Physical	777
Physical Defense	496
Magical Attack	155
Magical Defense	143
Agility	269

Pride of a Gentleman	20%	10%
Drop: Fragment of Super Vibration	5%	5%
Strawberry	15%	10%
Pride of a Gentleman	15%	—
—	—	—

279 Gentle Singer

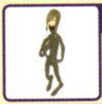


Lv. 50 Tribe Demon Creature Raccoon
Size: Large; Attributes: Fire, Wind, Water, Light, Garden
Location: Surion Island Zone - South (→P128)
EXP 1400 LP 5 Gald 1000

HP	34421
TP	301
Physical Attack	514
Physical Defense	412
Magical Attack	590
Magical Defense	342
Agility	269

Pride of a Gentleman	20%	10%
Sun Phosphorite	15%	10%
Peach	15%	10%
Pride of a Gentleman	15%	—
—	—	—

280 Gentle Singer (Group Battle)

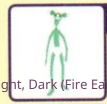


Lv. 60 Race Demonic Creat
Size: Large; Attributes: Fire, Earth, Wind, Water, Light, Dark (Fire Eart
Appearance: C (→P361)
EXP 1400 LP 5 Gald 1000

HP	43200
TP	301
Physical Attack	777
Physical Defense	412
Magical Attack	590
Magical Defense	342
Agility	269

Drop: Gentleman's Pride	20%	10%
Sun Phosphorite	5%	5%
Peach	15%	10%
Pride of a Gentleman	15%	—
—	—	—

281 Gentle Desno

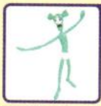


Lv. 50 Race Demonic Creat
Size: Large Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears at Lake Nifl (→P128)
EXP 1800 LP 5 Gald 1200

HP	33333
TP	200
Physical	548
Physical Defense	400
Magical Attack	460
Magical Defense	439
Agility	134

Pride of a Gentleman	20%	10%
Chiigle Fur	15%	10%
Apple	15%	10%
Pride of a Gentleman	15%	—
—	—	—

● Heavenly ... / 魔Magical Beast type

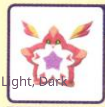


282 ?? below (group battle)

Lv. 60 Magical Beast type
Word イズ Large; Attributes: Fire, Earth, Wind, Water, Light, Dark
出現 Open Arena (→P361)
EXP 1800 LP 5 ガルド 1200

HP	43200
TP	200
Physical Attack	777
Physical Defense	400
Magical Attack	460
Magical Defense	439
Agility	134

Pride of a Gentleman	20%	10%
Chiigle Fur	5%	5%
Apple	15%	10%
Pride of a Gentleman	15%	–
–	–	–

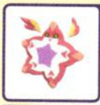


316 Youyi181youxi1R

Lv. 39 Race Demonic Creature Type
20-time Attributes: Fire Earth Water Light Diagram
Appears: Zadolac Islands (→P128)
EXP 1200 LP 10 ガルド 1200

HP	12788
TP	100
Physical Attack	552
Physical Defense	232
Magical Attack	154
Magical Defense	128
Agility	687

Red Star Stone	10%	15%
Tomato	15%	10%
Apple Gummi	10%	–
–	–	–
–	–	–

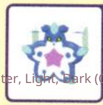


317 You Yi Ba Yi スYi R (Team Battle)

Lv. 60 Race agic Creature Type
World イズ Small Size Attributes: Fire, Earth, Wind, Water, Light, Dark (C
Appears Opening Arena (→P361)
100 EXP 1200 LP 10 ガルド 1200

HP	29800
TP	100
Physical Attack	777
Physical Defense	333
Magical Attack	154
Magical Defense	128
Agility	687

Day Red Star Stone	3%	5%
2 Apple Gummy	10%	–
–	–	–
–	–	–
–	–	–

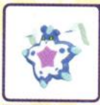


318 スーパースター B

Lv. 3 Day: Magic Creature Type
Size: Small Attribute: Fire, Wind, Water, Light,
Appears: Shaikos Ruins (→P167)
EXP 500 LP 10 ガルド 575

HP	10560
TP	110
Physical Attack	400
Physical Defense	390
Magical Attack	200
Magical Defense	123
Agility	627

3 Blue Star Stones	10%	15%
Mackerel	15%	10%
Diagram Row Eight	10%	–
–	–	–
–	–	–

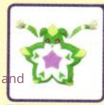


319 Another 181 Evening 1 B (Group Battle)

Lv. 60 Institute Demon/Beast Type>
Twenty-four Attributes Fire Earth Map Water Light and
Appearance: Opening Arena (→P361)
EXP 500 LP 10 ガルド 575

HP	29800
TP	110
Physical Attack	777
Physical Defense	333
Magical Attack	200
Magical Defense	123
Agility	627

Island Blue Star Stone	3%	5%
Pine Gummi	10%	–
–	–	–
–	–	–
–	–	–

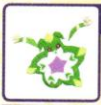


320 Another 181 ō Evening 1 G

Lv. 37 Species Demon/Beas
Size: Small; Attributes: Fire, Earth, Wind, Water
出現 Forgotten 5-9 Great Temple Eight Elements (→P246)
EXP 1000 LP 10 ガルド 1000

HP	14500
TP	230
Physical	360
Physical Defense	512
Magical Attack	372
Magica	314
Agility	609

Eye Green Star Stone	10%	15%
Cucumber	15%	10%
Lemon Gummi	10%	–
–	–	–
–	–	–

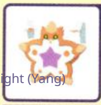


321 Another 181 Evening 1G (Group Battle)

Lv. 60 Domestic biological type
Size: Small Attributes: Fire Earth Wind Water Light (Yang)
Appears Arena (→P361)
EXP 1000 LP 10 ガルド 1000

HP	29800
TP	230
Physical	777
Physical Defense	333
Magic Attack	372
Magic Defense	314
Agility	609

Eye Green Star Stone	3%	5%
Lemon Gummi	10%	–
–	–	–
–	–	–
–	–	–

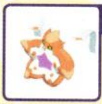


322 Youyi 181 Xi 10

Lv. 36 Race: mon/Beast type
Only twenty V age Attributes: Fire Earth Wind
Location: Kogor Desert (→P224)
EXP 800 LP 10 ガルド 920

HP	12475
TP	150
Physical	382
Physical Defense	485
Magical Attack	222
Magical Defense	111
Agility	649

3 Orange Star Stones	10%	15%
Orange	15%	10%
Orange Gummy	10%	–
–	–	–
–	–	–

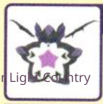


323 Yōichi 8 1 Yūichi O (Group Battle)

Lv. 60 種族 Magical Beast Type
Ai イズ Small Type Attributes: Fire Earth Wind Water Light Country
Appears Arena (→P361)
EXP 800 LP 10 ガルド 920

HP	29800
TP	150
Physical Attack	777
Physical Defense	333
Magical Attack	222
Magical Defense	111
Agility	649

Orange Star Stone	3%	5%
Orange Gummy	10%	–
–	–	–
–	–	–
–	–	–

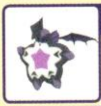


324 Yōichi 8 1 Yūichi D

Lv. 3 Race: Demon Beast Type
Twenty Small Four Attributes: Fire Earth Wind Water Light Aura
Appearance: Vequea Continent · Southeast (→P128)
EXP 1100 LP 10 ガルド 1100

HP	15010
TP	235
Item 攻	433
Physical Defense	473
Magic Attack	303
Magic Defense	253
Agility	699

3 Star Stone	10%	15%
Wekea Lizard Fossil	15%	10%
Four Nori	15%	10%
Shi 4ku ジグミ	10%	–
–	–	–



325 Superstar D (Team Battle)

Lv. 60 Rental Institute Magi

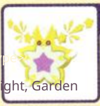
Size: Small Attributes: Fire, Virtue, Wind, Water, Light, Garden

Appearance: Coliseum (→P361)

EXP 100 LP 10 Gald 1100

HP	29800
TP	235
Physical Attack	777
Physical Defense	333
Magical Attack	303
Magical Defense	253
Agility	699

Comfort Starstone	3%	5%
Kujigumi	10%	–
–	–	–
–	–	–
–	–	–



326 Superstar S

Lv. 40 種族 Magical Beast Type

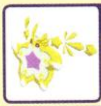
Size: Small Attributes: Fire, Virtue, Wind, Water, Light, Garden

Appearance: Nam Isolated Island (→P128)

EXP 1500 LP 10 Gald 1725

HP	17250
TP	308
Physical	563
Physical Defense	530
Magical Attack	393
Magical Defense	323
Agility	712

Sunlight Starstone	10%	15%
Mochimocchin Powder	15%	10%
Miracle Gummi	10%	–
–	–	–
–	–	–



327 Superstar S (Group Battle)

Lv. 60 種族 Magical Beast Type

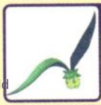
Size: Small Attributes: Fire Earth Country Light Field

Appearance: Opening Arena (→P361)

EXP 1500 LP 10 Gald 1725

HP	29800
TP	308
Physical Attack	777
Physical Defense	333
Magical Attack	393
Magical Defense	323
Agility	712

• Light Star Stone	3%	5%
Miracle Gummi	5%	–
–	–	–
–	–	–
–	–	–



328 Greenroper

Lv. 15 Race: Demonic Creat

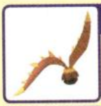
Size: Medium Attribute: Fire Earth Zone Water Light Garden

Location: Mulrokia Peninsul (→P128)

EXP 55 LP 4 Gald 82

HP	2200
TP	101
Physical Attack	189
Physical Defense	130
Magical Attack	96
Defense	84
Tax excluded	70

Roper Tentacle	25%	10%
Ilikia Grass	20%	10%
Rover's Tentacle	15%	–
–	–	–
–	–	–



329 Red Roper

Lv. 33 Race Demonic Creat

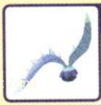
Size: Medium Attribute: Fire Earth Layer Water

Location: Kogor Desert (→P224)

EXP 112 LP 4 Gald 184

HP	8520
TP	127
Physical Attack	367
Physical Defense	230
Magical Attack	173
Defense	140
Agility	161

Falling Looper Tentacle	20%	10%
Roper's Tentacle	15%	–
–	–	–
–	–	–
–	–	–



330 Blue Roper

Lv. 33 種族 Magical Beast Type

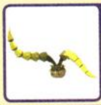
Size: Medium Attributes: , Wind, Water, L

[Appearance: Cogol Desert (→P224)

EXP 104 LP 4 Gald 198

HP	8240
TP	188
Physical Attack	346
Physical Defense	226
Magical Attack	227
Magical Defense	168
Agility	180

Drop: Rover's Tentacle	25%	10%
Falling Panacea Bottle	15%	10%
Cocktail Bottle	10%	–
–	–	–
–	–	–



331 Yellow Looper

Lv. 51 Race Demonic Creat

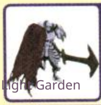
Size: Medium Attributes: Fire Earth Country Water Light Garden

Appearance Elealumin Quartz Forest (Field) (P128)

EXP 331 LP 4 Gald 674

HP	28080
TP	268
Physical Attack	580
Physical Defense	440
Magical Attack	450
Magical Defense	380
Agility	273

Roper's Tentacle	20%	10%
Drop Life Bottle	15%	10%
Drop Banana	15%	10%
Roper's Tentacle	15%	–
–	–	–



349 Wandering Corpse Fierce Warrior (1)

Lv. 27 種族 Magical Beast Type

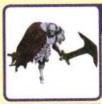
Size: Extra Large; Attributes: Fire, Earth, Wind,

Appearance: Ghost Ship Arselm (→P215)

EXP 600 LP 30 Gald 900

HP	73410
TP	1000
Physical	400
Physical Defense	370
Magical Attack	300
Magical Defense	210
Agility	790

Day Evil Bone	100%	–
F Specific	20%	–
S Sephira	100%	–
–	–	–
–	–	–



350 Wandering Corpse Fierce Warrior (2)

Lv. 60 種族 Magical Beast Type

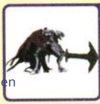
Size: Extra Large Attribute: Mizumitsu Garden

Appears Ghost Ship Arselm (→P283)

EXP 18,000 LP 30 Gald 10,000

HP	265,400
TP	1000
Physical Attack	740
Physical Defense	700
Magic Attack	650
Magical Defense	650
Agility	790

Sun Pirate Hat	100%	–
2 Specific	20%	–
S Blue Sephira	100%	–
–	–	–
–	–	–



351 Reminiscence Fierce Warrior

Lv. 65 Race: Demonic Creat

Size: Extra Large; Attributes: Fire, Earth, Wind

Appears Reminiscence (→P391)

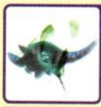
EXP 30000 LP 30 Gald 15000

HP	350,000
TP	1,000
Physical	750
Physical Defense	700
Magical Attack	650
Magical Defense	650
Agility	790

Soul Fragment	30%	100%
Specific	20%	–
–	–	–
–	–	–
–	–	–

●Monster Data / Demonic Creature Type

364 Outbreaker

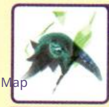


Lv. 35 Sea Demon Creature Type
Size: Huge Attributes: Fire Map, Water Light Map
[Appearance: Cogol Desert (→P226)
EXP 3000 LP 25 Gald 2250

HP	78925
TP	660
Physical Attack	498
Physical Defense	505
Magical Attack	314
Magical Defense	108
Agility	222

Strange Lump	100%	—
Chamomile (カモミール)	15%	—
S World Check	—	—
—	—	—
—	—	—

365 Reminiscence Preacher

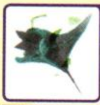


Lv. 66 Race Demonic Creat
Size: Extra Large Attributes: Fire, Earth, Water / Light
Appears Reminiscence (→P389)
EXP 30000 LP 30 Gald 15000

HP	444444
TP	840
Physical Attack	881
Physical Defense	910
Magical Attack	800
Magical Defense	469
Agility	266

Strange Lump	100%	—
Chamomile (カモミール)	15%	—
—	—	—
—	—	—
—	—	—

366 Daybreaker (デイブレーカー)

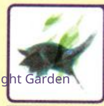


Lv. 52 Race: Demon / Creature type
Size: Large Attribute: Fire Earth Zone Water Light Garden
Appears at Arena City Nodepolica (→P276)
EXP 5 LP 25 Gald 9995

HP	142210
TP	720
Physical Attack	640
Physical Defense	581
Magical Attack	480
Magical Defense	216
Agility	222

Red Chamomile	15%	—
—	—	—
—	—	—
—	—	—
—	—	—

367 Night Breaker

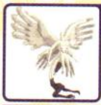


Lv. 52 Race Demonic Creature Type
Size: Large Attributes: Fire Earth Wind Water Light Dark
Appearance 闘技場都 City: Nodepolica (→P276)
EXP 11995 LP 25 Gald 5

HP	142210
TP	720
Physical Attack	588
Physical Defense	506
Magical Attack	607
Magical Defense	499
Agility	222

Red Chamomile	15%	—
—	—	—
—	—	—
—	—	—
—	—	—

386 Oma

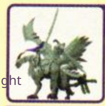


Lv. 60 Race Demonic Creature Type
Size: Large; Attributes: Fire, Virtue, Wind, Water, Light
Appears Tomb of the Wishing Mirror (→P401)
EXP 30000 LP 30 Gald 15000

HP	410000
TP	890
Physical Attack	700
Physical Defense	720
Magical Attack	800
Magical Defense	850
Agility	790

Moonstone	100%	—
Specific	20%	—
—	—	—
—	—	—
—	—	—

394 S-Draco C Head



Lv. 200; Race: Demon/Beast type
Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light
Appears Tomb of the (→P409)
EXP 30000 LP 30 Gald 15000

HP	1000000
TP	5400
Physical	2100
Physical DEF	2100
Magic ATK	1700
Magic DEF	3150
Agility	790

—	—	—
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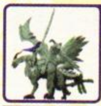
395 S-Draco L Head



Lv. 200 Race: Demon/Beast Type≫
Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears Tomb of th (→P409)
EXP 30000 LP 30 Gald 15000

HP	620000
TP	3200
Physical Attack	2100
Physical Defense	2100
magical attack	1900
Magic Defense	2700
Agility	790

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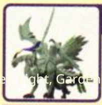
—	—	—

396 S Drako R Head



Lv. 200 Race: Demon/Beast Type≫
Size: Extra Large Attributes: Fire, Earth, Wind, W
Appears Tomb of the Wishing Mirror (→P409)
EXP 30000 LP 30 Gald 15000

HP	620000
TP	3200
Physical	2100
Physical Defense	2100
Magic Attack	1900
Magic Defense	2700
Agility	790

—	—	—
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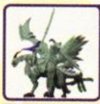
—	—	—

397 S Drako Body



Lv. |200 Race: Demonic Beast Type>
Size: Extra Large Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears Tomb of th (→P409)
EXP 30000 LP 30 Gald 15000

HP	420000
TP	700
Physical	3000
Physical Defense	2400
Magic Attack	666
Magic Defense	2400
Agility	790

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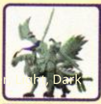
—	—	—
—	—	—
—	—	—
—	—	—

398S Drakō L Tail



Lv. 200 Race: Demon/Beast Type≫
Size: Extra Large Attributes: Fire, Earth, Wind, Water, Light
Appears Tomb of the (→P409)
EXP 30000 LP 30 Gald 15000

HP	270000
TP	700
Physical	1900
Physical Defense	1980
Magic Attack	666
Magic Defense	2400
Agility	790

—	—	—
—	—	—
—	—	—
—	—	—
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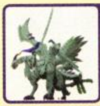

399 S Drakō R Tail

Lv. 200; Race: Demon/Beast type
Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears Tomb of th (→P409)
EXP 30000 LP 30 Gald 5000

HP	270000
TP	700
Physical 1900	
|Physical Defense	1980
Magical Attack	666
Magic Defense 2400	
Agility	790

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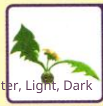
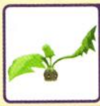


70 Puchipuri

Lv. 7 Race: Plant-type A
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears in Kuoi Forest (→P160)
EXP 21 LP 3 Gald 33

HP	900
TP	40
Physical Attack	90
Physical Defense	165
Magi 攻	50
Magical Defense	52
Agility	48

Puchi Puri Leaf	35%	10%
Medical Herb	10%	10%
Puchi Puri Leaf	25%	—
—	—	—
—	—	—

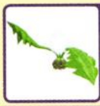


71 Pritsubomi

Lv. 7 Race: Plant-type A
Size Medium ttributes Fire Earth Wind Water
Appearance Myokia Plains (→P128)
EXP 18 LP 3 Gald 29

HP	820
TP	33
Physical	96
Physical Defense	150
Magical Attack	48
Magical Defense	46
Agility	55

Puchi Puri Leaf	25%	10%
Ilikia Grass	25%	10%
Medical Herb	15%	10%
Puchi Puri Leaf	25%	—
—	—	—

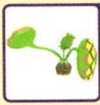


72 Prinikoge

Lv. 38 Race: Plant-type A
Size Medium Attributes Fire Earth Wind Water Light Darkness
Appears Egozo Forest (→P240)
EXP 136 LP 3 Gald 405

HP	9200
TP	176
Physical Attack	398
Physical Defense	312
Magical Attack	302
Magical Defense	185
Agility	195

Puchi Puri Leaf	30%	10%
Eye Down Feathers	25%	10%
Weak Bottle	15%	10%
Geo Stone	25%	10%
Puchi Puri Leaf	25%	—

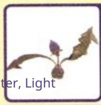


73 Purijigoku

Lv. 20 Race: Plant-type A
Size: Medium Attributes: Fire, Earth, Country, Water, Light
[Appearance Cave・Mock Great Forest (→P195)
EXP 48 LP 4 Gald 100

HP	2800
TP	55
Physical Attack	220
Physical Defense	199
Magical Attack	65
Magical Defense	44
Agility	93

Puchi Puri Leaf	25%	10%
Hard Thorn	25%	10%
Sturdy Vine	15%	10%
Strawberry	15%	10%
Hard Thorn	25%	—

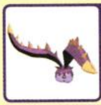


74 Puritachigare

Lv. 66 Race: Plant-type A
Size: Medium ttributes: Fire Earth 水 光 闇
Appears Reminiscenc (→P382)
EXP 699 LP 3 Gald 877

HP	35200
TP	350
Physical Attack	770
Physical Defense	990
Magical Attack	660
Magical Defense	820
Agility	485

Puchi Puri Leaf	15%	10%
Puchi Puri Fruit	25%	10%
Puchi Puri Fruit	25%	—
—	—	—
—	—	—

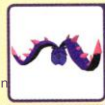


75 Flyropar Junior

Lv. 55 種 Defense Plant-
Size Small Attributes Fire Earth Water Light Garden
Appears Tomb of the Wishing Mirror (→P399)
EXP 410 LP 5 Gald 320

HP	7500
TP	252
Physical Attack	580
Physical Defense	425
Magical Attack	330
Magical Defense	270
| Agility	336

Ilikia Grass	—	5%
Iliki Ice	10%	5%
Soft Tail	10%	5%
—	—	—
—	—	—

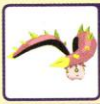


76 Bantamropar Junior

Lv. 60 Mail Plant-type A
Size: Small; Attribute: Fire 地 風 Mizumitsu Garden
Appears Tomb of th (→P401)
EXP 510 LP 5 Gald 500

HP	11200
TP	297
Physical Attack	635
Physical Defense	468
Magical Attack	375
Magical Defense	325
Agility	395

Toruby Water	—	5%
Tolby Fish	10%	5%
3 Shells	10%	5%
—	—	—
—	—	—

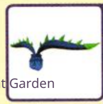


77 Lightropar Junior

Lv. 100 Race Plant-type A
Size: Small Attributes Fire Earth Wind Water Light Garden
Appears Tomb of th (→P403)
EXP 1098 LP 5 Gald 556

HP	40642
TP	640
Physical Attack	845
Physical Defense	812
Magical Attack	599
Magical Defense	568
Agility	501

Desue Iron Sand	—	5%
Dezue Panning Gold	10%	5%
Mysterious Cloth (不思議な布)	10%	5%
—	—	—
—	—	—



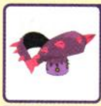
78 Welterropar Junior

Lv. 110 Race Plant-type A
Size: Small Attributes: Fire Earth Wind Water den
Appears Tomb of th (→P405)
EXP 1098 LP 5 Gald 556

HP	51264
TP	640
Physical Atk	1098
Physical Defense	891
Magical Attack	625
Magical Defense	636
| Agility	583

Hibionia Bark	—	5%
Hibionia Coral	10%	5%
Piyopiyo Egg	10%	5%
—	—	—
—	—	—

79 Middle Lopa Jr.

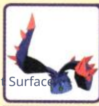


Lv. 150 Race: Plant Type A
Size: Small Attribute Fire Earth Wind Water Light Surface
Appearance: Grave of the Looking Glass (→P407)
EXP 1317 LP 5 Gald 667

HP	68403
TP	754
Physical Attack	1645
Physical Defense	1234
Magical Attack	754
Defense	750
Agility	686

Drop Wekeath Lizard Fossil	10%	5%
Wekeath Ore	10%	5%
Donguri Met	10%	5%
–	–	–
–	–	–

80 Heavy Lopa Jr.

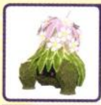


Lv. 170 Race: Plant Type A
Size: Small Attributes: Fire Earth Wind Water Light Garden
Appears Tomb of th (→P409)
EXP 1427 LP 5 Gald 722

HP	74565
TP	989
Physical Attack	1846
Physical Defense	1432
Magical Attack	945
Magical Defense	980
Agility	818

Yuruzo Crystal	10%	5%
Yuruzo Fruit	10%	5%
Jagged Fur	10%	5%
–	–	–
–	–	–

81 Trent

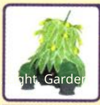


Lv. 10 Institute Plant
Size: Large Attributes: Fire, Earth, Wind, W
Appears: Ilikia Continent • N (→P128)
EXP 29 LP 3 Gald 65

HP	1300
TP	125
Physical Attack	105
Physical Defense	105
Magical Attack	62
Magic Defense	50
Agility	52

Sacred Tree	35%	10%
Medical Herb	15%	10%
Sun Sacred Tree	30%	–
–	–	–
–	–	–

82 Blooms

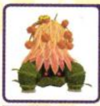


Lv. 47 Race: Plant-type A
Size: Large; Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears: Sozan Archipelago (→P128)
EXP 384 LP 3 Gald 521

HP	15480
TP	166
Physical Attack	490
Physical Defense	420
Magical Attack	177
Magical Defense	185
Agility	64

Sacred Tree	35%	10%
Yuruzo Crystal	25%	10%
Trent's Flower	15%	10%
Orange	15%	10%
Mix Gummy	20%	–

83 Painkorn

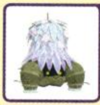


Lv. 48 Race: Plant-type A
Size: Large Attribute: Fire Earth Wind Water Light
Appears: Southern Isles (→P128)
EXP 415 LP 3 Gald 676

HP	15065
TP	193
Physical Attack	523
Physical Defense	394
Magical Attack	180
Magical Defense	190
Agility	65

Eye Divine Tree	30%	10%
Yuruzo Crystal	25%	10%
Prickly Pinecone	25%	10%
Geo Stone	30%	10%
Prickly Pinecone	25%	–

84 Lime Reece

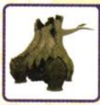


Lv. 48 Race: Plant-type A
Size: Large; Attributes: Fire, Earth, Wind, Wate
Appears: Zoffer Iceblade Sea (→P259)
EXP 372 LP 3 Gald 805

HP	21202
TP	179
Physical Attack	500
Physical Defense	445
Magical Attack	360
Magical Defense	146
Agility	80

Minister Shinki	35%	10%
Freeze Stone	25%	10%
Iliki Ice	20%	10%
Freeze Stone	25%	–
–	–	–

85 Didris

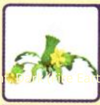


Lv. 36 Race: Plant-type A
Size: Large; Attributes: Fire, Earth, Wind, Water
Appears: Temza Mountain (→P234)
EXP 115 LP 3 Gald 328

HP	12475
TP	206
Physical Attack	433
Physical Defense	400
Magical Attack	280
Magical Defense	320
Agility	68

Eye Divine Tree	35%	10%
Insect Wing	25%	10%
Dezue Panning Gold	20%	10%
Pine Gummi	15%	10%
Insect Wing	25%	–

86 Insect Plant

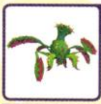


Lv. 39 Race: Plant-type A
Size: Large Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears Egozo Forest (→P240)
EXP 149 LP 3 Gald 391

HP	18569
TP	211
Physical Attack	433
Physical Defense	368
Magical Attack	298
Magical Defense	294
Agility	71

Sturdy Vine	35%	10%
Day Cotton Fluff	20%	10%
Range Medical Herb	15%	10%
Chinese cabbage (hakusai)	15%	10%
Sturdy Vine	25%	–

87 Triffid

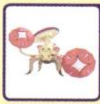


Lv. 23 Race: Plant-type A
Size Large Attribute Fire Map Water Light Garden
[Appearance Cave • Mock Great Forest (→P195)
EXP 60 LP 4 Gald 131

HP	4600
TP	76
Physical Atk	265
Physical Defense	290
Magical Attack	100
Magical Defense	49
Agility	55

Sturdy Vine	25%	10%
Hard Thorn	35%	10%
Day Magic Resin	10%	10%
Soul Grass	20%	10%
Tomato	25%	–

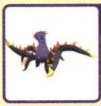
88 Audreece



Lv. 40 Species Plant-type A
Size: Large Attributes Fire Earth Wind Water Peach Garden
Appearances Beoakia Plains · S (→P128)
EXP 340 LP 3 Gald 298

HP	13800
TP	164
Physical	431
Physical Defense	325
Magical Attack	210
Magical Defense	108
Agility	56

Mushroom Powder	40%	10%
Mushroom Powder MAX	20%	10%
Aeru Mushroom	25%	10%
Orange Gummy	15%	10%
2 Air Spore Mushroom	25%	–



89 Flyroaper

Lv. 55 Gate Plant-Type A

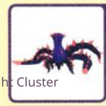
Size: Large; Attributes: Fire, Earth, Wind, Water, Light Cluster

Appears Tomb of th (→P399)

EXP 452 LP 4 Gald 450

HP	19200
TP	176
Physical Attack	687
Physical Defense	489
Magical Attack	310
Magical Defense	285
Agility	202

Rover's Tentacle	10%	5%
Drop Paralysis Powder	10%	5%
–	–	–
–	–	–
–	–	–



90 Bantam Roper

Lv. 60 Race: Plant-type A

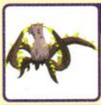
Size: Large; Attributes: Fire, Wind, Water, Light

Appears Tomb of th (→P401)

EXP 842 LP 5 Gald 650

HP	31710
TP	208
Physical Attack	745
Physical Defense	520
Magical Attack	375
Magical Defense	325
Agility	237

Cactus Spine	10%	5%
Sturdy Vine	10%	5%
–	–	–
–	–	–
–	–	–



91 Light Roper

Lv. 100 Race Plant-type A

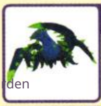
Size: Large; Attributes: Fire, Earth, Water, Light Garden

Appears Tomb of th (→P403)

EXP 2634 LP 5 Gald 1333

HP	59219
TP	558
Physical ATK	1125
Physical Defense	812
Magical Attack	599
Magical Defense	568
Agility	301

Smelly Bag	10%	5%
Drop Pelican Bag	10%	5%
–	–	–
–	–	–
–	–	–



92 Welter Roper

Lv. 110 Race Plant-type A

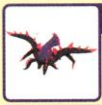
Size Large Attributes Fire Earth Wind Water Li

Appears Tomb of th (→P405)

EXP 2724 LP 5 Gald 1444

HP	70127
TP	612
Physical	1325
Physical Defense	911
Magical Attack	670
Magical Defense	680
Agility	350

Puchi Puri Leaf	10%	5%
Puchi Puri Fruit	10%	5%
–	–	–
–	–	–
–	–	–



93 Middle Loper

Lv. 150 Race: Plant Type A

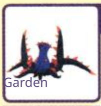
Size: Large Attributes: Fire, Wind, Water, Light, Garden

Appears Tomb of th (→P407)

EXP 2844 LP 5 Gald 1499

HP	94576
TP	768
Physical Attack	1849
Physical Defense	1453
Magical Attack	945
Magical Defense	940
Agility	434

Drops: Airu Housendake	10%	5%
Rose Flower	10%	5%
–	–	–
–	–	–
–	–	–



94 Heavy Roper

Lv. 170 Species: Plant-type A

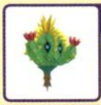
Size: Large Attribute: Fire, Earth, Country

Appears Tomb of the Wishing Mirror (→P409)

EXP 2954 LP 5 Gald 1522

HP	101,230
TP	846
Physical Attack	2014
Physical Defense	1654
Magic Attack	1045
Magic Defense	1105
Agility	518

Drop: Mushroom Powder	10%	5%
Mushroom Powder MAX	5%	5%
–	–	–
–	–	–
–	–	–



98 Cactuss

Lv. 30 Race: Plant-type A

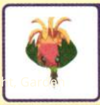
Size: Small Attributes: Fire, Virtue, Wind, Water

Location: Kogor Dese (→P224)

EXP 65 LP 4 Gald 201

HP	8080
TP	176
Physical Attack	333
Physical Defense	240
Magic Attack	220
Magic Defense	150
Agility	168

Cactus Spine	35%	10%
Drop Cocktail Bottle	25%	10%
Drop Seal Bottle	20%	10%
Drop Onion	15%	10%
Cactus Spine	25%	–



99 Tulipper

Lv. 7 Race: Plant-type A

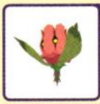
Size: Small Attributes: Fire, Earth, Country, Wa

Appears in Kuoi Fo (→P160)

EXP 18 LP 3 Gald 29

HP	700
TP	15
Physical	122
Physical Defense	178
Magical Attack	42
Magical Defense	36
Agility	38

Red bud	35%	10%
Ilikia Grass	25%	10%
Drop: Medical Herb	15%	10%
Onion	15%	10%
Red bud	25%	–



100 Rosa Camellia

Lv. 38 Institute Plant Type A

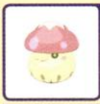
Size: Small Attribute: Fire, W d, Water, Light

Appears in Kuoi Forest (→P160)

EXP 207 LP 3 Gald 348

HP	15200
TP	196
Physical	400
Physical Defense	376
Magical Attack	222
Magical Defense	162
Agility	197

Rose Flower	35%	10%
Medical Herb	15%	10%
Range Liqueur Bottle	20%	10%
Rose Flower	25%	–
–	–	–



166 Mini Coid

Lv. 7 Race: Plant-type A

Size Small Attribute Fire Map Water Light Garden

Appears: Peiokia Plains - Southwest (→P128)

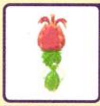
EXP 20 LP 3 Gald 31

HP	720
TP	25
Physical Attack	84
Physical Defense	124
Magical Attack	40
Magical Defense	38
Agility	28

Aeru Mushroom	20%	10%
Mushroom Powder	25%	10%
Gummi base	20%	10%
Mushroom Powder	20%	–
–	–	–

• Monster Data / Plant type ~ Aquatic type

309 Mandragora

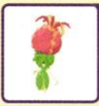


Lv. 7 Race: Plant-type A
Size: Medium Attributes: Fire, Earth, Wind, Water
Appears in Kuoi Forest (→P160)
EXP 20 LP 3 Gald 34

HP	840
TP	30
Physical Attack	85
Physical Defense	152
Magical Attack	68
魔防	69
Agility	74

Drop: Mandrake Eye	25%	10%
Red bud	30%	10%
Holy Bottle	15%	10%
3 Mandragora Eye	15%	–
–	–	–

310 Mandragora (Aearu Rampage)

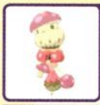


Lv. 48 Race: Plant-type A
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears in Imperial Capital Zaphias (Abnormal) (→P262)
EXP 229 LP 3 Gald 720

HP	19600
TP	109
Physical Attack	509
Physical Defense	482
Magical Attack	328
Magical Defense	354
Agility	216

Drop: Mandrake Eye	25%	10%
Red bud	25%	10%
Holy Bottle	15%	10%
Red bud	15%	–
–	–	–

311 Kurenai Teng

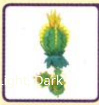


Lv. 30 Race Plant Type A
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears: Throat of C (→P219)
EXP 76 LP 4 Gald 175

HP	8270
TP	176
Physical	342
Physical Defense	281
Magical Attack	215
De	195
Agility	139

Drop: Mandrake Eye	30%	10%
Aearu Housendake	25%	10%
Mushroom Powder	15%	10%
Drop: Shiitake	15%	10%
Mandragora Eye	15%	–

312 Dryad

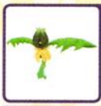


Lv. 32 Race: Plant-type A
Size: Medium Attributes: Fire, Earth, Wind Wa
Location: Kogor Desert (→P224)
EXP 81 LP 4 Gald 208

HP	9989
TP	186
Physical Attack	355
Physical Defense	249
Magical Attack	231
Magical Defense	211
[tax excluded	146

Drop: Mandrake Eye	20%	10%
Cactus Spine	25%	10%
Cactus Spine	15%	–
–	–	–
–	–	–

313 Arurane

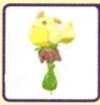


Lv. 3 Scraping Plant type A
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appearance: Twin Islands of (→P128)
EXP 76 LP 4 Gald: 282

HP	9581
TP	174
Physical Attack	320
Physical Defense	287
Magic Attack	217
Magic Defense	200
Agility	157

Drop: Mandrake Eye	20%	10%
Puchi Puri Leaf	30%	10%
Day Cotton Fluff	20%	10%
Onion	15%	10%
down fluff	15%	–

314 NeguNegu

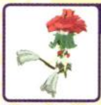


Lv. 38 Race: nt-type A
Size: Medium Attributes: Fire, Earth, Circle, Water ■
Appears Egozo Fores (→P240)
EXP: 132 LP 4 Gald: 396

HP	12121
TP	157
Physical	378
Physical Defense	230
Magical Attack	220
Magical Defense	106
Agility	213

Drop: Mandrake Eye	25%	10%
Piyopiyo Egg	30%	10%
Soft Tail	15%	10%
Egg	15%	10%
Soft Tail	10%	–

315 Tweety

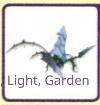


Lv. 42 Race: Plant-type A
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears in Kuoi Forest (→P160)
EXP 188 LP 4 Gald 385

HP	13600
TP	128
Physical Attack	512
Physical Defense	204
Magic Attack	360
Magic Defense	7
Agility	175

Drop: Mandrake Eye	25%	10%
Rose Flower	20%	10%
Pine Gummi	15%	10%
Rose Flower	10%	–
–	–	–

95 Jones

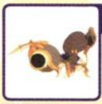


Lv. 51 Race: Aquatic Typ
Size: Large; Attributes: Fire, Earth, Wind, Wate
Appearance Zaudei Palace (→P268)
EXP 311 LP 3 Gald 736

HP	36800
TP	246
Physical Attack	623
Physical Defense	512
Magical Attack	480
Magical Defense	80
Agility	90

Drop: Jet-Black Ink	35%	10%
Ministry Shell	25%	10%
Squid	25%	10%
Jet-Black Ink	25%	–
–	–	–

96 Aksha

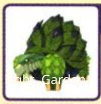


Lv. 46 Race: Aquatic-type
Size: Large Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears Verdebow Bay (→P128)
EXP 219 LP 3 Gald 485

HP	19800
TP	144
Physical Attack	465
Physical Defense	412
Magic Attack	401
Magic Defense	137
Agility	85

Jet-Black Ink	25%	10%
Ring Shell	35%	10%
Drop Hipionia Coral	15%	10%
Sun of 常	15%	10%
貝殻	25%	–

136 Tortoise



Lv. 17 Race: Aquatic Type A
Size: Large; Attributes: Fire, Earth, Wind, Wate
Appearance: The Dead City Car (→P184)
EXP 77 LP 4 Gald 128

HP	3600
TP	55
Physical Attack	240
Physical Defense	260
Magical Attack	65
Magical Defense	42
Agility	35

Turtle Shell	25%	10%
Fall Toruby Water	20%	10%
Turtle Shell	20%	–
–	–	–
–	–	–

137 Rokutasu (Rokutas)

Lv. 54 Race: Aquatic Typ
Size: Large; Attributes: Fire, Earth, Wind, Wate
Appearance: Lerewiese Ancient Cave (→P280)
EXP 497 LP 4 Gald 721

HP	35200
TP	182
Physical	688
Physical Defense	802
Magical Attack	258
Magical Defense	366
Agility	70

Drop Turtle Shell	25%	10%
Drop Wekea Ore	20%	10%
Drop: Fossil of a Wekeat Lizard	25%	10%
Geo Stone	30%	10%
Wekea Lizard Fossil	15%	–

138 Kyanosso (Cyanosso)

Lv. 58 Race: Water Type
Size: Large; Attribute: Fire Earth Wind Wat
Location: Ancient Tower City (→P289)
EXP 593 LP 5 Gald 757

HP	38006
TP	173
Physical	728
Physical Defense	855
Magical Attack	460
Magical Defense	380
Agility	77

Drop Turtle Shell	20%	10%
Turtle Tail	25%	10%
Vine Gummy	15%	10%
2 Turtle Tail	20%	–
–	–	–

139 Cristea

Lv. 53 Race: Aquatic Type A
Size: Large Attributes: Fire, Earth, Wind, Water, Light, Garden
Appearance: Erea Lumin Quartz Forest (→P277)
EXP 414 LP 3 Gald 673

HP	34200
TP	380
Physical Attack	655
Physical Defense	796
Magical Attack	369
Magical Defense	356
Agility	71

Drop Turtle Shell	25%	10%
Turtle Tail	20%	10%
Crystal	15%	10%
Sun Crystal	10%	–
–	–	–

140 Eldas

Lv. 37 Race: Aquatic Typ
Size: Large; Attributes Fire, Earth, Wind, Water, Light, Dark (Fire Earth Wind
Appearance: Hipionia Continent (→P128)
EXP 149 LP 3 Gald 355

HP	13397
TP	150
Physical	399
Physical Defense	422
Magical Attack	195
Magical Defense	125
Agility	51

Drop Turtle Shell	30%	10%
Turtle Tail	15%	10%
Hibionia Bark	20%	10%
Pine Gummi	15%	10%
Hibionia Bark	20%	–

141 Clubman

Lv. 15 Race: Aquatic Type A
Size: Medium Attributes: Fire, Earth, Water, Light, Garden
Appearance Torvikia Continent · East Plains (→P128)
EXP 36 LP 4 Gald 74

HP	2380
TP	71
Physical	195
Physical Defense	211
Magical Attack	83
Magic Defense	74
Agility	88

Drop Large Claw	25%	10%
Crab Shell	30%	10%
Drop Torbifish	10%	10%
[Drop Salmon	15%	10%
Large Claw	20%	–

142 Aquates Assassin

Lv. 26 Race Aquatic Type A
Size Medium Attribute Fire 地 風 Water Light Rush
Appears Ghost Ship Arselm (→P212)
EXP 72 LP 4 Gald 169

HP	8003
TP	109
Physical	312
Physical Defense	269
Magical Attack	200
Defense	98
Agility	52

Large Claw	20%	10%
Crab Shell	25%	10%
Drop Scallop	15%	10%
Crab Shell	20%	–
–	–	–

147 Watagunner

Lv. 50 Race: Aquatic Typ
Size: Medium Attributes: Fire, Earth, Water, Light, Garden
Appear Zaude Unassailable Palace (→P268)
EXP 277 LP 4 Gald 764

HP	28960
TP	226
Physical	644
Physical Defense	514
Magical Attack	490
Magical Defense	171
Agility	222

Drop Large Claw	30%	10%
Crab Shell	15%	10%
Drop Scallop	15%	10%
Orange Gummy	15%	–
–	–	–

148 Crab Lieutenant

Lv. 85 Race: Aquatic Typ
Size: Medium; Attributes Fire, Earth, Wind, Water; Office
Appears Tomb of th (→P401)
EXP 1212 LP 5 Gald 1367

HP	52343
TP	427
Physical Attack	888
Physical Defense	1050
Magical Attack	513
Magic Defense	9999
Agility	427

Large Claw	10%	5%
Fishman's Item	10%	5%
Weapon of the Lizardman	10%	5%
–	–	–
–	–	–

149 Club Captain

Lv. 120 Species Aquatic Type A
Size Medium Attribute Fire 地 Feng Shui Light Garden
Appears Tomb of th (→P403)
EXP 2615 LP 5 Gald 1467

HP	64324
TP	502
Physical	1412
Physical Defense	1210
Magic Attack	599
Magic Defense	9999
Agility	503

Drop Crab Shell	10%	5%
Fishman Dorsal Fin	10%	5%
Drop Turtle Shell	10%	5%
–	–	–
–	–	–

150 Club Admiral

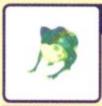
Lv. 175 Rac Aquatic Type A
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark
Appears Tomb of th (→P407)
EXP 2715 LP 5 Gald 1567

HP	84561
TP	603
Physical Attack	1045
Physical Defense	1001
magical attack	745
Magic Defense	9999
Agility	600

Giant Exoskeleton	5%	5%
Fishman Fang	10%	5%
Drop Turtle Tail	10%	5%
–	–	–
–	–	–

●Monster Data / Aquatic Type

151 Gekogeko

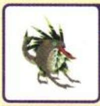


Lv. 11 Race: Aquatic Type A
Size: Medium Attributes Fire Earth Wind Water Light
Appears: Shaikos Ruins (→P167)
EXP 27 LP 3 Gald 55

HP	1550
TP	73
Physical Attack	129
Physical Defense	100
Magical Attack	83
Magical Defense	38
Agility	72

Toad Oil	30%	10%
Orange Gummy	15%	10%
Salmon	15%	10%
Toad Oil	25%	–
–	–	–

153 Togetoge

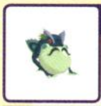


Lv. 17 Race: Aquatic Typ
Size Medium ttributes Fire Earth Wind Water
Appearance: The Dead City Carboclam (→P184)
EXP 47 LP 4 Gald 85

HP	2600
TP	80
Physical Attack	222
Physical Defense	205
Magical Attack	94
Magic Defense	73
Agility	84

Drop: Gamano Oil	25%	10%
Long Needle	20%	10%
Drop Liqueur Bottle	25%	10%
Salmon	15%	10%
Long Needle	20%	–

156 Gekores

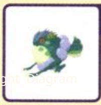


Lv. 40 Race: Aquatic Type A
Size: Medium Attributes: Fire Earth Wind Water Light Diagram
Appearance: Hipionia Continent (→P128)
EXP 127 LP 4 Gald 453

HP	21111
TP	146
[Physical Attack	405
Physical Defense	189
Magical Attack	162
Magical Defense	174
Agility	190

Drop: Gamano Oil	25%	10%
Hibionia Bark	20%	10%
Hibionia Bark	20%	–
–	–	–
–	–	–

157 Gekotama

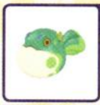


Lv. 37 Race: Aquatic Tower-type
Size: Medium Attributes: Fire, Earth, Wind, Water, Light
Appearance: Thurion Island (→P128)
EXP 141 LP 4 Gald 362

HP	10256
TP	169
Physical Attack	380
Physical Defense	294
Magical Attack	191
Magical Defense	178
Agility	192

Toad Oil	25%	10%
Drop Hipionia Coral	10%	10%
Sun Makashu	35%	10%
Drop Life Bottle	15%	10%
Sun Makashu	15%	–

162 Otaota

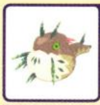


Lv. 8 Race: Aquatic Type A
Size Small Attributes Fire Earth Water Light Garden
Appears: Shaikos Ruins (→P167)
EXP 20 LP 3 Gald 40

HP	1100
TP	72
Physical Attack	122
Physical Defense	144
Magical Attack	81
Magical Defense	68
Agility	60

Soft Tail	25%	10%
Ilikia Grass	15%	10%
Gummi base	20%	10%
Sun Nori	15%	10%
Soft Tail	20%	–

164 Harihari

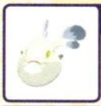


Lv. 16 Race: Aquatic Type A
Size Small Attributes Fire Earth Wind Water Lig
Appearance: The Dead City Carboclam (→P184)
EXP 39 LP 4 Gald 78

HP	3000
TP	47
Physical	199
Physical Defense	180
magical attack	79
Magical Defense	72
Agility	86

Soft Tail	25%	10%
Fall Toruby Water	15%	10%
Long Needle	20%	10%
Poison Bottle	15%	10%
Long Needle	20%	–

171 Howahowa

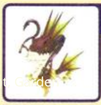


Lv. 21 Race Aquatic Type A
Size: Small; Attribute: Fire, Earth, Wind, Water Light Garden
Appears: Underground S (→P199)
EXP 45 LP 3 Gald 70

HP	3250
TP	65
Physical	227
Physical Defense	203
Magical Attack	81
Magical Defense	71
Agility	110

Soft Tail	30%	10%
Salmon	20%	20%
Soft Tail	20%	–
–	–	–
–	–	–

172 Wont

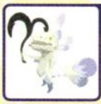


Lv. 12 Race: Aquatic Type A
Size: Medium Attributes: Fire, Earth, Wind, Wa
Appears: Shaikos Ruins (→P167)
EXP 30 LP 3 Gald 59

HP	1500
TP	93
Physical Attack	132
Physical Defense	155
Magical Attack	107
Magic Defense	97
Agility	76

Fishman Weapon	20%	10%
Fishman Dorsal Fin	15%	10%
Drop: Mackerel	25%	10%
Cocktail Bottle	15%	10%
Fishman Dorsal Fin	15%	–

173 Albino Wont

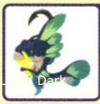


Lv. 23; Race: uatic Type A
Size: Medium Attributes: Fire, Earth, Wind, Water Light Dark
Appears: Underground Sewers of the Oath (→P199)
EXP 52 LP 3 Gald 76

HP	4100
TP	70
Physical	295
Physical Defense	154
Magic Attack	107
Magic Defense	97
Agility	132

Fishman Weapon	20%	10%
Fishman Dorsal Fin	15%	10%
Mackerel	25%	10%
Fishman Fang	15%	–
–	–	–

174 Elekitel

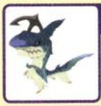


Lv. 48 Race: Aquatic Type A
Size: Medium Attribute: Fire, Earth, Wind, Wat
Occurrence: Zopher Fro (→P259)
EXP 265 LP 4 Gald 626

HP	19876
TP	212
Physical Attack	512
Physical Defense	456
Magical Attack	369
Magical Defense	300
Agility	242

Drop Iriki Ice	15%	10%
Fishman Weapon	25%	10%
Dropped: Fishman's Dorsal Fin	25%	10%
Salmon	15%	10%
Fishman Weapon	20%	–

175 Predent



Lv. 26 Race: Aquatic Type A

Size Medium Attribute Fire 地 風 水 光 闇

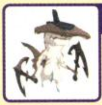
Appears Ghost Ship Arselm (→P212)

EXP 59 **LP** 4 Gald 141

HP	7216
TP	127
Physical Attack	286
Physical Defense	166
Magical Attack	174
Magical Defense	146
Agility	143

Drop: Fishman's Weapon	15%	10%
落 Fishman Dorsal Fin	15%	10%
Drop: Fishman's Fang	25%	10%
落 Tuna	15%	10%
盗 エビ	20%	–

176 T.G.



Lv. 44 Race: Aquatic Typ

Size: Medium Attributes: Fire, Earth, Wind, Wa Dark

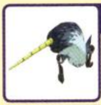
Appears: Zoffer Iceblade Sea (→P259)

EXP 189 **LP** 4 Gald 444

HP	18500
TP	109
Physical	470
Physical Defense	320
Magical Attack	212
Magical Defense	178
Agility	160

落 Fishman Weapon	25%	10%
落 Fishman Dorsal Fin	10%	10%
Drop: Fishman's Fang	15%	10%
落 Shrimp	15%	10%
盗 Tuna	20%	–

179 Boost Wont



Lv. 43 Race Aquatic-type

Size Medium Attribute Fire Earth Wind Water Refresh Net

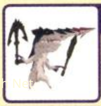
Appears: Zoffer Iceblade Sea (→P259)

EXP 196 **LP** 4 Gald 342

HP	10890
TP	193
Physical Attack	425
Physical Defense	341
Magical Attack	243
Magical Defense	201
Agility	197

落 Fishman Weapon	20%	10%
落 Fishman Dorsal Fin	30%	10%
Drop: Mackerel	15%	10%
落 Squid	15%	10%
盗 Mackerel	20%	–

180 Giga Dent



Lv. 48 Race Aquatic Type A

Size Medium Attribute Fire 地 Wind Water Light 闇

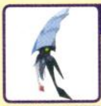
Appearance Zaude Unassailable Palace (→P268)

EXP 300 **LP** 4 Gald 569

HP	24800
TP	213
Physical	536
Physical Defense	477
Magical Attack	420
Magical Defense	360
Agility	216

落 Fishman Weapon	30%	10%
落 Fishman Dorsal Fin	20%	10%
Drop: Fishman's Fang	15%	10%
落 Salmon	15%	10%
盗 Tuna	15%	–

247 Gesogonga



Lv. 11 Race: Water Type A

Size: Medium Attributes Fire, Earth Nation; Water, Light Garden

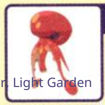
Appearance Corridor Coast (→P128)

EXP 28 LP 3 Gald 50

HP	1800
TP	145
Item 攻	125
Physical Defense	168
Magic 攻	94
Magical Defense	99
Agility	38

Drop: Irikia Grass	25%	10%
落 Squid	25%	10%
落 Jet-Black Ink	20%	10%
盗 Squid	20%	–
–	–	–

248 Turquoise



Lv. 35 Race: Aquatic Typ

Size: Medium Attributes: Fire, Earth, Wind, Water

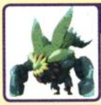
Appears Verdebow Bay (→P128)

EXP 108 **LP** 4 Gald 265

HP	8640
TP	161
Physical Attack	344
Physical Defense	260
Magical Attack	269
Magical Defense	174
Agility	83

落 Jet-Black Ink	25%	10%
落 Hibionia Coral	20%	10%
3 Shells	10%	10%
盗 Jet-Black Ink	20%	–
–	–	–

344 The Awe-Inspiring Colossus



Lv. 24 Race: Aquatic Type A

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Garden

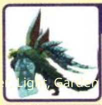
Appearance: The Dead City Ca (→P187)

EXP 1200 LP 20 Gald 1000

HP	34800
TP	500
Physical Attack	330
Physical Defense	280
Magical Attack	240
Magical Defense	140
Agility	24

落 Shield Light	100%	–
S Defense Ring	–	–
–	–	–
–	–	–
–	–	–

345 Gushios



Lv. 56 Race: Aquatic Type A

Size: Very Larg Attributes: Fire Earth Wind Water Light Dark

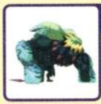
Location: Erealumin Quartz Forest (→P279)

EXP 18000 LP 30 Gald 18000

HP	321020
TP	1400
Physical Attack	705
Physical Defense	712
Magical Attack	500
Magic Defense	280
Agility	188

落 Strange Stone	100%	–
S Amulet	–	–
–	–	–
–	–	–
–	–	–

346 Recollection Gushios



Lv. 67 Ring Aquatic Type A

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Dark

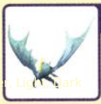
Appears Reminiscence Labyrinth (→P390)

EXP 30000 **LP** 30 Gald 15000

HP	460000
TP	1800
Physical Attack	830
Physical Defense	969
Magical Attack	800
Magic Defense	410
Agility	255

落 Strange Stone	100%	–
–	–	–
–	–	–
–	–	–
–	–	–

371 Byte Joe (1)



Lv. 48 Race: Aquatic Type A

Size: Huge Attribute: Fire Earth Wind-Storm 光 闇

Appears: Zoffer Iceblade Sea (→P260)

EXP 0 LP 0 Gald 0

HP	204640
TP	1000
Physical Attack	634
Physical Defense	699
Magical Attack	540
Magical Defense	342
Agility	224

–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

372 バイトジョー（2）

Lv. 48 **種族** 水棲型▲
サイズ 特大 **属性** 火 地 風 水 光 闇
出現 ゾフェル氷刃海 （→P260）
EXP 12000 **LP** 30 **ガルド** 7500

HP	204640
TP	1000
物攻	634
物防	699
魔攻	540
魔防	342
敏捷	224

落 パラライチェック	100%	–
盗 サフラン	15%	–
S ボディペイント	–	–
–	–	–
–	–	–

143 スパイダー

Lv. 30 **種族** 昆虫型▼
サイズ 中型 **属性** **火** 地 風 水 光 闇
出現 カドスの喉笛 （→P219）
EXP 101 **LP** 4 **ガルド** 153

HP	8450
TP	128
物攻	354
物防	264
魔攻	198
魔防	221
敏捷	161

落 クモの巣	25%	10%
落 ミックスグミ	25%	10%
落 キャベツ	15%	10%
盗 クモの巣	20%	–
–	–	–

144 グリンスパイダー

Lv. 31 **種族** 昆虫型▼
サイズ 中型 **属性** **火** 地 風 水 光 闇
出現 コゴール砂漠 （→P224）
EXP 117 **LP** 4 **ガルド** 140

HP	9260
TP	132
物攻	336
物防	260
魔攻	193
魔防	198
敏捷	165

落 クモの巣	25%	10%
落 サボテンの針	15%	10%
落 デズエ砂金	15%	10%
盗 サボテンの針	15%	–
–	–	–

145 サソード

Lv. 53 **種族** 昆虫型▼
サイズ 中型 **属性** 火 地 風 水 **光** **闇**
出現 エレアルーミン石英林 （→P277）
EXP 401 **LP** 3 **ガルド** 693

HP	31260
TP	212
物攻	715
物防	510
魔攻	430
魔防	390
敏捷	259

落 大きなハサミ	20%	10%
落 サソリの尻尾	20%	10%
盗 サソリの尻尾	20%	–
–	–	–
–	–	–

146 デスシーカー

Lv. 57 **種族** 昆虫型▼
サイズ 中型 **属性** 火 地 風 水 **光** **闇**
出現 古代塔市タルカロン （→P289）
EXP 543 **LP** 5 **ガルド** 789

HP	34000
TP	255
物攻	752
物防	529
魔攻	462
魔防	423
敏捷	201

落 大きなハサミ	25%	10%
落 サソリの尻尾	15%	10%
盗 大きなハサミ	20%	–
–	–	–
–	–	–

255 ビートル

Lv. 19 **種族** 昆虫型▼
サイズ 中型 **属性** **火** 地 **風** 水 光 闇
出現 ケーブ・モック大森林 （→P195）
EXP 50 **LP** 4 **ガルド** 77

HP	3600
TP	77
物攻	220
物防	225
魔攻	84
魔防	55
敏捷	113

落 トルビフィッシュ	20%	10%
落 虫のツノ	25%	10%
落 スペクタクルズ	15%	10%
落 タマネギ	15%	10%
盗 虫のツノ	15%	–

256 セブンスター ☀

Lv. 13 **種族** 昆虫型▼
サイズ 中型 **属性** 火 地 風 水 光 闇
出現 エフミドの丘 （→P171）
EXP 28 **LP** 3 **ガルド** 62

HP	1920
TP	55
物攻	142
物防	200
魔攻	95
魔防	85
敏捷	80

落 アブラムシ	25%	10%
落 カクテルボトル	15%	10%
落 ポイズンボトル	20%	10%
落 レタス	15%	10%
盗 アブラムシ	15%	–

257 ケイローン

Lv. 51 **種族** 昆虫型▼
サイズ 中型 **属性** 火 地 風 水 **光** **闇**
出現 エレアルーミン石英林 （→P277）
EXP 408 **LP** 4 **ガルド** 662

HP	29600
TP	204
物攻	700
物防	500
魔攻	222
魔防	302
敏捷	262

落 虫のツノ	25%	10%
落 鋭い刃	20%	10%
落 簡易テント	20%	10%
落 キウイ	15%	10%
盗 鋭い刃	15%	–

258 ソートゥソー

Lv. 34 **種族** 昆虫型▼
サイズ 中型 **属性** 火 地 風 水 光 闇
出現 トルビキア大陸・南 （→P128）
EXP 124 **LP** 4 **ガルド** 212

HP	8620
TP	142
物攻	350
物防	291
魔攻	164
魔防	138
敏捷	194

落 トルビー水	20%	10%
落 虫のツノ	10%	10%
盗 トルビー水	15%	–
–	–	–
–	–	–

259 シルバースタッグ

Lv. 58 **種族** 昆虫型▼
サイズ 中型 **属性** 火 地 風 水 光 闇
出現 古代塔市タルカロン （→P289）
EXP 547 **LP** 5 **ガルド** 782

HP	28900
TP	230
物攻	700
物防	516
魔攻	462
魔防	379
敏捷	260

落 虫のツノ	15%	10%
落 鋭い刃	20%	10%
落 シールボトル	15%	10%
盗 鋭い刃	15%	–
–	–	–

260 ガイナホタル ☾

Lv. 26 **種族** 昆虫型▽
サイズ 中型 **属性** 火 地 風 水 光 闇
出現 ザドラク半島 （→P128）
EXP 320 **LP** 4 **ガルド** 207

HP	5420
TP	156
物攻	292
物防	227
魔攻	201
魔防	179
敏捷	143

落 アブラムシ	25%	10%
落 グリーンライト	15%	10%
落 カクテルボトル	15%	10%
盗 アブラムシ	15%	–
–	–	–

261 ゴールドスター 🌧

Lv. 26 **種族** 昆虫型▽
サイズ 中型 **属性** 火 地 風 水 光 闇
出現 エフミドの丘 （→P171）
EXP 280 **LP** 4 **ガルド** 230

HP	5620
TP	156
物攻	292
物防	227
魔攻	201
魔防	179
敏捷	143

落 アブラムシ	25%	10%
落 キングアブラムシ	15%	10%
落 パナシーアボトル	15%	10%
盗 アブラムシ	10%	–
–	–	–

262 ビー

Lv. 7 **種族** 昆虫型▽
サイズ 小型 **属性** **火** 地 風 水 光 闇
出現 クオイの森 （→P160）
EXP 22 **LP** 3 **ガルド** 26

HP	780
TP	40
物攻	94
物防	155
魔攻	68
魔防	58
敏捷	72

落 虫の羽根	25%	10%
落 長い針	20%	10%
落 アップルグミ	15%	10%
盗 長い針	15%	–
–	–	–

263 ビー（エアル暴走）

Lv. 47 **種族** 昆虫型▽
サイズ 小型 **属性** **火** 地 風 水 光 闇
出現 帝都ザーフィアス（異状） （→P262）
EXP 213 **LP** 3 **ガルド** 573

HP	16500
TP	171
物攻	568
物防	284
魔攻	299
魔防	180
敏捷	289

落 虫の羽根	20%	10%
落 長い針	25%	10%
盗 虫の羽根	20%	–
–	–	–
–	–	–

264 ソニックビー

Lv. 26 **種族** 昆虫型▽
サイズ 小型 **属性** 火 地 風 水 光 闇
出現 トルビキア大陸・南諸島 （→P128）
EXP 66 **LP** 4 **ガルド** 155

HP	7216
TP	113
物攻	282
物防	218
魔攻	92
魔防	81
敏捷	196

落 虫の羽根	25%	10%
落 長い針	25%	10%
落 ピーチ	15%	10%
盗 虫の羽根	20%	–
–	–	–

265 キラービー

Lv. 42 **種族** 昆虫型▽
サイズ 小型 **属性** 火 地 風 水 光 闇
出現 ウェケア大陸 （→P128）
EXP 260 **LP** 4 **ガルド** 396

HP	14650
TP	190
物攻	500
物防	383
魔攻	395
魔防	230
敏捷	297

落 虫の羽根	20%	10%
落 ユルゾの実	20%	10%
落 鋭い刃	15%	10%
盗 ユルゾの実	15%	–
–	–	–

266 マーダーキューピッド

Lv. 55 **種族** 昆虫型▽
サイズ 小型 **属性** 火 地 風 水 光 闇
出現 レレウィーゼ古仙洞 （→P280）
EXP 475 **LP** 5 **ガルド** 708

HP	27300
TP	240
物攻	726
物防	451
魔攻	412
魔防	153
敏捷	324

落 虫の羽根	20%	10%
落 鋼のヤジリ	15%	10%
落 ミックスグミ	15%	10%
落 バナナ	15%	10%
盗 鋼のヤジリ	15%	–

267 ガンホーネット

Lv. 58 **種族** 昆虫型▽
サイズ 小型 **属性** 火 地 風 水 光 闇
出現 古代塔市タルカロン （→P289）
EXP 553 **LP** 5 **ガルド** 780

HP	30299
TP	167
物攻	759
物防	502
魔攻	662
魔防	324
敏捷	307

落 虫の羽根	25%	10%
落 ナビメタル	15%	10%
落 ホーリィボトル	15%	10%
盗 ナビメタル	10%	–
–	–	–

268 グラスホッパー

Lv. 21 **種族** 昆虫型▽
サイズ 中型 **属性** **火** **地** 風 水 光 闇
出現 ケーブ・モック大森林 （→P195）
EXP 52 **LP** 4 **ガルド** 95

HP	4888
TP	44
物攻	245
物防	200
魔攻	52
魔防	40
敏捷	93

落 地獄の鎌	15%	10%
落 トルビー水	25%	10%
落 魔導樹脂	25%	10%
落 ライフボトル	15%	10%
盗 キャベツ	25%	–

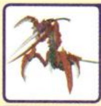
269 デッドリーインセクト

Lv. 29 **種族** 昆虫型▽
サイズ 大型 **属性** 火 **地** **風** 水 光 闇
出現 ザドラク半島 （→P128）
EXP 81 **LP** 4 **ガルド** 198

HP	9100
TP	109
物攻	355
物防	278
魔攻	187
魔防	190
敏捷	156

落 地獄の鎌	15%	10%
落 デズエ砂鉄	20%	10%
落 銀鉱	15%	10%
落 キュウリ	15%	10%
盗 地獄の鎌	15%	–

●Monster Data / Insect Type



270 Granagito

Lv. 39 Race Insect Type V

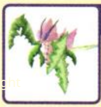
Size: Large Attributes Fire Earth Wind

Appears Egozo Forest (→P240)

EXP 141 LP 4 Gald 406

HP	13566
TP	140
Physical Attack	437
Physical Defense	295
Magical Attack	260
Magical Defense	149
Yingjie	181

Hell Scythe	25%	10%
Sharp Blade	15%	10%
Geo Stone	35%	10%
Geo Stone	15%	–
–	–	–



271 Mantis

Lv. 47 種族 Insect type

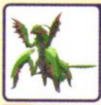
Size Large Attributes Fire Earth Wind Water Ligh

Appears: Southern Islands - North (→P128)

EXP 291 LP 4 Gald 555

HP	25000
TP	166
Physical Attack	523
Physical Defense	440
Magical Attack	340
Magical Defense	185
Agility	212

Fallen Scythe of Hell	20%	10%
Yuruzo Crystal	25%	10%
Drop: Air Stone	25%	10%
Yuruzo Crystal	20%	–
–	–	–



272 Floramantis

Lv. 63 Scratch Insect-

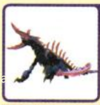
Size Large Attribute Fire Earth Wind Water Light

Location: Ancient Tower City (→P289)

EXP 563 LP 5 Gald 795

HP	40000
TP	198
Physical Attack	800
Physical Defense	623
Magical Attack	634
Magical Defense	598
Agility	284

Fallen Scythe of Hell	25%	10%
Navi Metal	25%	10%
Pine Gummi	10%	–
–	–	–
–	–	–



273 Chimera Sister

Lv. 180 Race Insect-type V

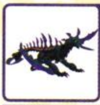
Size: Medium Attributes: Fire, Earth, Wind, Wat

Appears Tomb of the (→P407)

EXP 14000 LP 5 Gald 6000

HP	94144
TP	845
Physical Attack	1094
Physical Defense	1450
Magical Attack	845
Magic Defense	1254
Agility	594

Scorpion Tail	10%	5%
Scaled Dragon Skin	10%	5%
Cockatrice Beak	10%	5%
–	–	–
–	–	–



274 Chimera Brother

Lv. 190 Species: Insect-type V

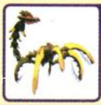
Size: Medium Attributes: Fire Earth Wind Water 闇

Appearance: Tomb of the望鏡 (→P409)

EXP 16000 LP 5 Gald 8000

HP	134540
TP	945
Physical Attack	2240
Physical Defense	1894
Magic Attack	945
Defense	1450
Agility	709

Hell Scythe	10%	5%
Igai-ga Bokkuri	10%	5%
Cockatrice Claw	10%	5%
–	–	–
–	–	–



347 Giga Larva

Lv. 25 Race: Insect Type

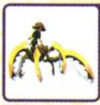
[Size: Extra Large Attributes: Fire Earth Wind Water Light Dark]

[Location: Cave・Mock Great Forest] (→P197)

EXP 1100 LP 25 Gald 1100

HP	48000
TP	440
Physical Attack	358
Physical Defense	399
Magical Attack	260
Magical Defense	185
Agility	184

Strong Liquor	100%	–
Giant Exoskeleton	15%	10%
Savory	15%	–
S Biyohan	–	–
–	–	–



348 Reminiscence Gigalarva

Lv. 67 Princess Race Insect Type V

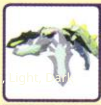
Size: Extra Large; Attributes: Fire, Earth, Wind,

Appears Reminiscence (→P391)

EXP 30000 LP 30 Gald 15000

HP	450000
TP	880
Physical Attack	860
Physical Defense	791
Magical Attack	708
Magical Defense	369
Agility	204

Strong Liquor	100%	–
Giant Exoskeleton	15%	10%
Savory	15%	–
–	–	–
–	–	–



352 Hermit Drill

Lv. 34 2 Insect Type ▽

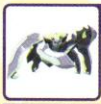
Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, (Garc

Appearance: Throat of Kados (→P345)

EXP 10000 LP 30 Gald 8000

HP	73600
TP	590
Physical Attack	455
Physical Defense	510
Magical Attack	398
Magic Defense	396
Agility	322

Giant Exoskeleton	35%	100%
–	–	–
–	–	–
–	–	–
–	–	–



353 Recollection Hermit

Lv. 61 Species: Insect-typ

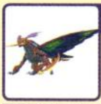
Size: Huge; Attributes: Fire, Earth 風 Water / Light

Appears Reminiscence (→P392)

EXP 30000 LP 30 Gald 15000

HP	380000
TP	1180
Physical Attack	768
Physical Defense	923
Magical Attack	680
Magical Defense	500
Agility	421

Drop: Massive Carapace	35%	100%
–	–	–
–	–	–
–	–	–
–	–	–



377 Chimera Butterfly

Lv. 50 Race Insect-type

Size: Huge; Attributes Fire, Earth, Wind, Water, Light Sphere

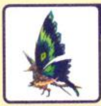
Appears in: Quoi Forest (→P346)

EXP 16000 LP 30 Gald 8000

HP	166800
TP	400
Physical	710
Physical Defense	780
Magical Attack	630
Magical Defense	340
Agility	420

Dragon Powder	25%	100%
Mix Gummy	25%	10%
Holy Bottle	5%	–
–	–	–
–	–	–

378 Chimera of Reminiscence



Lv. 64 Species: Insect

Size: Extra La ge; Attributes: Fire, Earth, Wind,

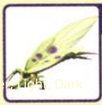
Appears Reminiscence (→P392)

EXP 30000 LP 30 Gald 15000

HP	432000
TP	440
Physical Attack	800
Physical Defense	863
Magical Attack	720
Magical Defense	400
Agility	518

Dragon Powder	25%	100%
Mix Gummy	25%	10%
Holy Bottle	5%	–
–	–	–
–	–	–

379 Medusa Butterfly



Lv. 45 Intelle nsect type

Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Garden, Water, Light, Dark

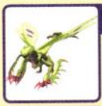
Location: Kogor Desert (→P345)

EXP 14000 LP 30 Gald 9500

HP	117200
TP	320
Physical Attack	643
Physical Defense	612
Magical Attack	555
Magical Defense	348
Agility	388

Dragon Powder	35%	100%
Holy Bottle	5%	–
–	–	–
–	–	–
–	–	–

380 Medusa of Reminiscence



Lv. 67 Race: Insect-type V

Size: Very Large Attributes: Fire, Earth, Wind, Water, Light, Garden

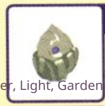
Appears Reminiscence Labyrinth (→P393)

EXP 30000 LP 30 Gald 15000

HP	469850
TP	480
Physical Attack	798
Physical Defense	860
Magical Attack	793
Magical Defense	560
Agility	545

Dragon Powder	35%	100%
Holy Bottle	5%	–
–	–	–
–	–	–
–	–	–

97 Koron



Lv. 58 Gate: Inorganic-type

Size: Small Attributes: Fire, Earth, Wind, Mouth

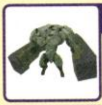
Appearance: Lerewiese Anc (→P280)

EXP 572 LP 3 Gald 734

HP	30000
TP	229
Physical Attack	681
Physical Defense	422
Magical Attack	500
Magical Defense	66
Agility	325

Sun Magic Ore	35%	20%
Life Bottle	15%	20%
Geo Stone	35%	20%
Day: Silver Coin	25%	20%
Geo Stones	25%	–

283 Golem



Lv. 11 種族 Inorganic Type

Size: Large Attributes: Fire, Earth, Wind, Water, Light, Garden

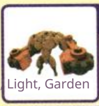
Appears: Shaikos Ruins (→P167)

EXP 27 LP 3 Gald 55

HP	2200
TP	37
Physical	140
Physical Defense	200
Magical Attack	42
Magical Defense	38
[Tax excluded]	71

Sun Magic Ore	35%	20%
Cocktail Bottle	15%	20%
Sun Magic Ore	15%	–
–	–	–
–	–	–

284 Gear Golem



Lv. 25 Gate: Inorganic-type

Size: Large Attribute: Fire Earth Wind Water Light

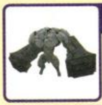
Appears at Gear Tower Gasfarost (P203)

EXP 74 LP 4 Gald 152

HP	5800
TP	33
Physical Attack	297
Physical Defense	333
Britte 敏	55
Magical Defense	48
Agility	55

Navi Metal	25%	20%
Sun Magic Ore	35%	20%
Navi Metal	15%	–
–	–	–
–	–	–

285 Hammer Golem



Lv. 59 Please Inorganic Type

Size: Large Attributes: Fire, Earth, Country, Water, Light, Garden

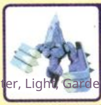
Appears: Ancient Tower City Tarcarron (→P289)

EXP 563 LP 5 Gald 827

HP	32500
TP	146
Physical Attack	730
Physical Defense	506
Magical Attack	221
Magical Defense	193
Agility	130

Falling Navi Metal	35%	20%
Sun Magic Ore	25%	20%
Day: Silver Coin	30%	20%
Day Silver Mine	15%	–
–	–	–

286 Ice Golem



Lv. 47 [Inorganic Type

Size: Large; Attributes: Fire, Earth, Wind, Water

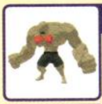
Appears: Zoffer Iceblad (→P258)

EXP 300 LP 4 Gald 633

HP	21250
TP	130
Physical Attack	507
Physical Defense	461
Magical Attack	194
Magical Defense	176
Agility	116

Navi Metal	25%	20%
Freeze Stone	35%	20%
Sun Magic Ore	30%	20%
Freeze Stone	15%	–
–	–	–

287 Gentle Golem



Lv. 55 種族 Inorganic Type

Size Large Attributes Fire Earth Wind Water Light Concave

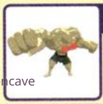
The appearance of the Father Muzeri Mountain Range (→P128)

EXP 2500 LP 5 Gald 1100

HP	30000
TP	96
Physical Attack	702
Physical Defense	554
Magical Attack	120
Magical Defense	107
Agility	85

Falling Navi Metal	25%	20%
3 Magic Ore	30%	20%
Dropped Magite Ore J	25%	20%
Orange Gummy	15%	20%
Navi Metal	15%	–

288 Gentle Golem (Group Battle)



Lv. 60 Day Inorganic Type

Size: Large Attributes Fire Earth Internal

Appearance: Colosseum (→P361)

EXP 2500 LP 5 Gald 1100

HP	47500
TP	96
Physical Attack	800
Physical Defense	554
Magical Attack	120
Magical Defense	107
Agility	85

Navi Metal	25%	20
Sun Magic Ore	30%	20%
Magite Ore J	10%	10%
Navi Metal	15%	–
–	–	–

289 Fake

Lv. 28 Race: Inorganic type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears Ghost Ship Arselm (→P212)

EXP 200 LP 4 Gald 3000

HP	8913
TP	181
Physical	359
Physical Defense	271
Magical Attack	159
Magical Defense	125
Agility	166

Author: False Box Fang	35%	20%
Mochimocchin Powder	15%	20%
Banashia Bottle	15%	–
–	–	–
–	–	–

290 Seed

Lv. 30 種族 Inorganic Type

Size: Medium Attributes: Fire Earth Wind W

Appearance: The Dead City Carbonclan (→P184)

EXP 300 LP 4 Gald 4000

HP	9625
TP	192
Physical Attack	422
Physical Defense	293
Magical Attack	172
Magical Defense	137
Agility	175

Zone: False Box Fang	35%	20%
3 Magic Resin	25%	20%
Peach	15%	20%
2 Holy Bottles	10%	–
–	–	–

291 Kapiola

Lv. 42 Race: Inorganic type

Size: Medium Attributes: Fire Wind Water Light

Appearance Mobile Fortress Hercules (→P252)

EXP 200 LP 4 Gald 5000

HP	22222
TP	214
Physical	530
Physical Defense	490
Magical Attack	217
Magical Defense	252
Agility	231

Fake Box Fang	35%	20%
Navi Metal	25%	20%
Panacea Bottle	15%	–
–	–	–
–	–	–

292 Pandoll

Lv. 58 種族 Inorganic Type

Size: Medium Attribute Fire, Earth, Wind, Water, Light, Dark

Appears: Mount (→P234)

EXP 800 LP 4 Gald 20000

HP	37000
TP	363
Physical	888
Physical Defense	659
Magical Attack	631
Magical Defense	462
Agility	250

偽 Box Fang	35%	20%
Geo Stone	25%	20%
Mochimocchin Powder	15%	20%
Geo Stone	15%	–
–	–	–

293 Quadra

Lv. 55 [Inorganic Type

Size: Medium Attributes: Fire Earth Country Water Light Garden

Appearance: Erea Lumin Quartz Forest (→P277)

EXP 600 LP 5 Gald 10,000

HP	35000
TP	343
Physical Attack	790
Physical Defense	615
Magical Attack	530
Magical Defense	427
Agility	292

Fake Box Fang	35%	20%
Zhao Mahazhu	25%	20%
Drop Holy Bottle	15%	20%
Sun Makashu	15%	–
–	–	–

294 Murder

Lv. 42 Nation: Inorganic Type

Size: Medium Attributes: Fire Earth Wind Water Refreshing

[Appearance: Mobile Fortress Hercules (→P252)

EXP 176 LP 3 Gald 575

HP	18960
TP	129
Physical	445
Physical Defense	420
Magical Attack	289
Magical Defense	126
Agility	212

Drop Iron Leg	30%	20%
Kujigumi	10%	–
–	–	–
–	–	–
–	–	–

295 Plaid Murder

Lv. 44 種族 Inorganic Type

Size: Medium Attributes: Fire, Wind, Water, Light, Garden

Appearance Mobile Fortress (→P252)

EXP 184 LP 3 Gald 518

HP	22560
TP	109
Physical Attack	499
Physical Defense	400
Magical Attack	212
Magical Defense	178
Agility	226

Drop Iron Leg	25%	20%
Sharp Blade	25%	20%
Falling Vying Gummy	15%	20%
Iron Foot	15%	–
–	–	–

296 Perfect Murder

Lv. 49 Type: Manufactur

Size: Medium Attributes: Fire Earth Country Water Light Garden

Appear Zaude Unassailable Palace (→P268)

EXP 296 LP 5 Gald 741

HP	29660
TP	189
Physical Attack	588
Physical Defense	492
magical attack	369
Defense	255
Agility	220

Iron Foot	25%	20%
Geo Stone	20%	20%
☐ Silver Coin	15%	20%
Day: Silver Coin	15%	–
–	–	–

297 Guilty Murderer

Lv. 48 Race: Inorganic ty

Size: Medium Attributes: Fire Earth Wind Water Light Barrier

Appears: Zaphias Castle (→P264)

EXP 224 LP 4 Gald 684

HP	21222
TP	140
Physical Attack	536
Physical Defense	462
Magical Attack	326
Magical Defense	275
Agility	229

Drop Iron Leg	30%	20%
Iron Foot	15%	–
–	–	–
–	–	–
–	–	–

298 Trans Murderer

Lv. 47 Environment: Inorganic-type

Size: Medium Attributes: Fire Earth Wind Water Light Field

Appears: Zaphias Castle (→P264)

EXP 236 LP 4 Gald 690

HP	20650
TP	119
Physical	512
Physical Defense	419
Magic Attack	403
Magic Defense	310
Agility	244

Drop Iron Leg	30%	20%
Sharp Blade	25%	20%
Drop: Mixed Gummy	15%	20%
Iron Foot	15%	–
–	–	–

299 Amenti

Lv. 60 種族 Inorganic Type
Size: Small A ribute Fire, Earth, Wind, Water, Light, Dark
Appearance: Grave (→P399)

HP	24520
TP	251
Physical	740
Physical Defense	593
Magical Attack	310
Magic Defense	271
Agility	269

EXP 420 LP 5 Gald 400

Iron Hilt	10%	5%
Toad Oil	10%	5%
Fake Box Fang	10%	5%
–	–	–
–	–	–

300 Naraku

Lv. 65 種 Food Inorganic Type
Size: Small A ributes: Fire Earth Wind Water
Appears Tomb of th (→P399)

HP	34250
TP	297
Physical Attack	873
Physical Defense	780
Magical Attack	375
Magical Defense	250
Agility	316

EXP 750 LP 5 Gald 650

Iron Tip	10%	5%
Broken Dagger	10%	5%
Long Needle	10%	5%
–	–	–
–	–	–

301 Herisshu

Lv. 75 Abrasive Inorgan
Size: Small; A ribute: Fire Water Light Garden
Appears Tomb of th (→P401)

HP	43241
TP	394
Physical Attack	895
Physical Defense	779
Magical Attack	454
Magical Defense	402
Agility	401

EXP 500 LP 5 Gald 500

Steel Harpoon	10%	5%
Air Stone	10%	5%
–	–	–
–	–	–
–	–	–

302 Sheol

Lv. 100 Race: Inorganic-type
Size: Small Attributes: Fire Virtue Wind, Water Light Garden
Appears Tomb of th (→P403)

HP	68172
TP	558
Physical	1358
Physical Defense	1231
Magical Attack	513
Magical Defense	752
Agility	466

EXP 2415 LP 5 Gald 1444

Drop Iron Leg	10%	5%
Flay Stone	10%	5%
–	–	–
–	–	–
–	–	–

303 Yomi

Lv. 110 Race: I organic type
Size: Small Attributes: Fire, Earth, Wind, Water, Light
Appears Tomb of th (→P405)

HP	72531
TP	642
Physical	1475
Physical Defense	2000
Magical Attack	599
Magical Defense	1250
Agility	548

EXP 2515 LP 5 Gald 1555

Day: Silver Coin	10%	5%
Freeze Stone	10%	5%
–	–	–
–	–	–
–	–	–

304 Valhalla

Lv. 155 Race: I organic type
Size: Small At ibutes: Fire Earth Wind Water
Appears Tomb of th (→P407)

HP	68330
TP	670
Physical Attack	1196
Physical Defense	3000
Magic Attack	742
Magic Defense	4500
Agility	654

EXP 2615 LP 5 Gald 1666

Pointed Beak	10%	5%
Geo Stone	10%	5%
–	–	–
–	–	–
–	–	–

305 Osiris

Lv. 75 種族 Inorganic Type
Size: Mediur Attribut Fire Region Suikouen
Appearance: Grave (→P401)

HP	62500
TP	473
Item 攻	1125
Physical Defense	857
Magical Attack	454
Magical Defense	750
Agility	334

EXP 1000 LP 5 Gald 740

• Sturdy Power Orb	10%	5%
Hippo's Yawn	10%	5%
Rhino Horn	10%	5%
–	–	–
–	–	–

306 Kru

Lv. 100 Race Inorganic Type
Size: Medium Attributes: Fire Earth Wind Water
Appears Tomb of th (→P403)

HP	82510
TP	1210
Physical Attack	1475
Physical Defense	1412
Magical Attack	513
Magical Defense	725
Agility	389

EXP 1300 LP 5 Gald 800

Sun Magic Squid Stone	10%	5%
Lion's Fang	10%	5%
Pride of a Gentleman	10%	5%
–	–	–
–	–	–

307 Brynhildr

Lv. 110 Rac : Inorganic type
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden
Appears Tomb of the Wishing Mirror (→P405)

HP	92541
TP	1512
Physical Attack	1640
Physical Defense	1542
Magical Attack	599
Magic Defense	1350
Agility	457

EXP 1400 LP 5 Gald 850

Magite Ore J	5%	5%
Lion's Fang	10%	5%
Red-Eye Lens	10%	5%
–	–	–
–	–	–

308 Orpheus

Lv. 155 Rac : Inorganic type
Size: Medium Attributes: Fire Earth Wind Water
Appears Tomb of th (→P407)

HP	78330
TP	804
Physical Attack	1281
Physical Defense	2000
Magical Attack	742
Magic Defense	4500
Agility	593

EXP 2934 LP 5 Gald 1633

Rare Metal	5%	5%
The Fallen Holy Horn	10%	5%
Golden Horn	10%	5%
–	–	–
–	–	–

●Monster Data / Inorganic Type

332 Goliahs

Lv. 18 Gate: Inorganic-type
Size: Huge Attributes: Fire Earth Wind Water Light Da
Appears: Shaikos Ruins (→P169)
EXP 600 LP 10 Gald 500

HP	19200
TP	320
Physical Attack	272
[Physical Defense	234
Magical Attack	90
魔防 Defense	76
Agility	103

Antibiotic of Severe Poisoning	100%	–
S Poison Charm	–	–
–	–	–
–	–	–
–	–	–

333 Reminiscent Goliahs

Lv. 65 種族 Inorganic Type
Size: Extra Large; Attributes: Fire, Earth, Water, Light, Garden
Appearance: Labyrinth of Reminiscence
(→P388)
EXP 30000 LP 30 Gald 15000

HP	440000
TP	880
Physical Attack	800
Physical Defense	946
Magical Attack	790
Magic Defense	1024
Agility	140

Antibiotic of Severe Poisoning	100%	–
–	–	–
–	–	–
–	–	–
–	–	–

334 Poseidon

Lv. 55 種族 Inorganic Type
Size: Extra Large; Attributes: Fire, Earth, Wind, Water, Light, Dark
Appearance: Zaudé In (→P346)
EXP 12000 LP 30 Gald 15000

HP	213812
TP	540
Physical Attack	778
Physical Defense	920
Magical Attack	450
Magic Defense	1040
Agility	79

Drop Rare Metal	30%	100%
–	–	–
–	–	–
–	–	–
–	–	–

335 Reminiscence Poseidon

Lv. 62 種族 Inorganic Type
Size: Extra Large Fire Earth Wind Water Light Garden
Appearance: Labyrinth (→P392)
EXP 30000 LP 30 Gald 15000

HP	320000
TP	1000
Physical Attack	875
Physical Defense	988
Magical Attack	512
Magic Defense	1140
Agility	90

Drop Rare Metal	30%	100%
–	–	–
–	–	–
–	–	–
–	–	–

387 Sword Dancer (1)

Lv. 50 Race: Inorganic Type
Size: Medium Attributes: Fire, Virtue, Wind, Water, Light, Garden
Appearance: Great De Zone (→P380)
EXP 30000 LP 30 Gald 15000

HP	360000
TP	800
物攻	850
物防	720
魔攻	600
魔防	800
敏捷	790

Mindless Magic Warrior's Blade	100%	–
[Shadow Fang +1	20%	–
–	–	–
–	–	–
–	–	–

388 Sword Dancer (2)

Lv. 55 種族 Inorganic Type
Size: Medium Attributes: Fire zone, Water, Light
Appearance: Great Deep Hollow Zone (→P380)
EXP 30000 LP 30 Gald 15000

HP	440000
TP	800
Physical Attack	900
Physical Defense	760
Magical Attack	600
Magical Defense	850
Agility	790

Drop: Mindless Magic Warrior's Blade 2	100%	–
Sentinel +1	20%	–
–	–	–
–	–	–
–	–	–

389 Sword Dancer (3)

Lv. 60 種族 Inorganic Type
Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Garden
Appearance: Deep Cavern Zone (→P380)
EXP 30000 LP 30 Gald 15000

HP	480000
TP	800
Physical Attack	950
Physical Defense	790
Magical Attack	600
Magical Defense	900
Agility	790

Drop Blade of the Mindless Sorcerous Soldier 3	100%	–
Holy Avenger +1	20%	–
–	–	–
–	–	–
–	–	–

390 Anubis

Lv. 55 West Ring Inorganic Type
Size: Huge Attributes: Fire, Earth, Wind, Water
Appears Tomb of the (→P399)
EXP 15000 LP 30 Gald 15000

HP	380000
TP	800
Physical Attack	850
Physical Defense	720
Magical Attack	600
Magic Defense	800
Agility	790

Red Lavender	100%	–
Lavender	20%	–
–	–	–
–	–	–
–	–	–

391 Izanami

Lv. 110 Race: Inorganic type
Size: Extra Large; Attribute: Fire, Water Halo
Appears Tomb of th (→P403)
EXP 30000 LP 30 Gald 15000

HP	550000
TP	800
Physical Attack	2100
Physical Defense	1300
Magic Attack	600
Magic Defense	1500
Agility	790

Red Verbena	100%	–
Verbena	20%	–
–	–	–
–	–	–
–	–	–

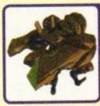
392 Odin

Lv. 120 Race: Inorganic Type
Size: Extra Large; Attributes: Fire, Earth, Wind,
Appears Tomb of the (→P405)
EXP 30000 LP 30 Gald 15000

HP	750000
TP	1000
Physical Attack	2350
Physical Defense	1450
Magic Attack	700
Magic Defense	1750
Agility	790

Red Chamomile	100%	–
Camomile Rule	20%	–
–	–	–
–	–	–
–	–	–

393 Hades



Lv. 160; Race: Inorganic Type

Size: Extra Large attribute Fire, Earth, Wind, Water, Light, Dark

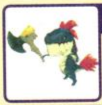
Appears Tomb of th (→P407)

EXP 30000 LP 30 Gald 15000

HP	950000
TP	1500
Physical Attack	2890
Physical Defense	2010
Magical Attack	1200
Magical Defense	2705
Agility	790

Red Basil	100%	–
Basil	20%	–
–	–	–
–	–	–
–	–	–

177 Lizardman



Lv. 49 Race Type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

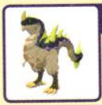
Appear Zaude Unassailable Palace (→P268)

EXP 287 LP 4 Gald 735

HP	27800
TP	145
Physical Attack	580
Physical Defense	431
Magical Attack	360
Magical Defense	190
Agility	173

Weapon of the Lizardman	20%	20%
Hard Hide	25%	20%
Apple	15%	20%
2 Lizardman Weapon	15%	–
–	–	–

205 Heavy Bottom



Lv. 35 Race: Four

Size: Medium Attributes: Fire Earth Wind Water Light Dark

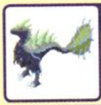
Appearance Mount Temza (→P234)

EXP 127 LP 4 Gald 256

HP	10269
TP	201
Physical	444
Physical Defense	283
Magical Attack	286
Magical Defense	226
Agility	190

Dragon Skin	25%	20%
Hard Thorn	20%	20%
Hard Thorn	20%	–
–	–	–
–	–	–

208 Phantail



Lv. 58 Tribe Covenan

Size: Medium Attributes: Fire Earth Wind Water Light Aura

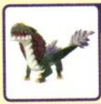
Location: Ancient Tower City Tarcarron (→P289)

EXP 560 LP 5 Gald 754

HP	29123
TP	306
Physical	713
Physical Defense	532
Magical Attack	480
Magical Defense	400
Agility	281

Scaled Dragon Skin	15%	20%
Hard Thorn	20%	20%
Air Stone	15%	20%
2 Hard Spines	20%	–
–	–	–

230 Black Basilisk



Lv. 17 Tribe: Scaled Type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

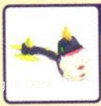
Location: Ragou Manc (→P177)

EXP 51 LP 4 Gald 74

HP	2600
TP	90
Physical Attack	177
Physical Defense	180
Magical Attack	59
Magical Defense	61
Agility	110

Basilisk Scale	25%	20%
Poison Bottle	15%	20%
Basilisk Scale	15%	–
–	–	–
–	–	–

170 Onoono



Lv. 33 Race: Four

Size: Small; Attribute: Fire, Earth, Wind, Water; Turn

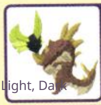
Appears: Temza Mountain (→P234)

EXP 117 LP 3 Gald 201

HP	10860
TP	146
Physical Attack	421
Physical Defense	213
Magical Attack	239
Magical Defense	154
Agility	182

Hard Thorn	15%	20%
Dragon Skin	20%	20%
Desue Iron Sand	25%	20%
Scaled Dragon Skin	20%	–
–	–	–

178 Strong Lizard



Lv. 54 Race Type

Size: Medium Attributes: Fire, Earth, Wind, Water, Light, Dark

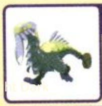
Appearance: Lerewiese Ancient Cave (→P280)

EXP 493 LP 5 Gald 681

HP	28600
TP	219
Physical Attack	705
Physical Defense	462
Magical Attack	343
Magical Defense	244
Agility	268

Weapon of the Lizardman	25%	20%
Hard Hide	15%	20%
Drop Wekea Lizard Fossil	10%	20%
Drop Potato	15%	20%
Lemon Gummi	15%	–

207 Dragon Granpa



Lv. 70 Race 鱗型

Size: Medium Attribute Fire Feng Shui Light Garden

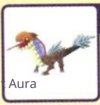
Appears Reminiscence (→P382)

EXP 720 LP 4 Gald 1100

HP	42000
TP	422
Physical Attack	870
Physical Defense	1100
Magical Attack	550
Magical Defense	220
Agility	349

–	–	–
–	–	–
–	–	–
–	–	–
–	–	–

229 Basilisk



Lv. 14 Race: Four

Size: Medium Attributes: Fire Earth Map Water Light Garden

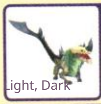
Appearance Efmid Hill (→P171)

EXP 39 LP 3 Gald 73

HP	2500
TP	78
Physical Attack	160
Physical Defense	172
Magical Attack	91
Magical Defense	44
Agility	84

Basilisk Scale	30%	20%
Poison Bottle	15%	20%
Basilisk Scale	15%	–
–	–	–
–	–	–

231 Spinosaurus



Lv. 28 Tribe: CW

Size: Medium Attributes: Fire, Earth, Wind, Medical Net

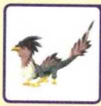
Appearance: Swendar Archipelago — East (→P128)

EXP 64 LP 4 Gald 186

HP	7960
TP	121
Physical Attack	336
Physical Defense	248
Magical Attack	175
Magical Defense	157
Agility	138

Fall Basilisk Scale	20%	20%
Toruby Water	15%	20%
Tolby Fish	20%	20%
Potato	10%	20%
Tolby Fish	20%	–

●Monster Data / Scale Type



232 Cockatrice

Lv. 34 Race Type

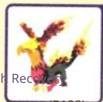
[Size] Medium Attributes: Fire Earth Wind Ice Refresh Recovery

Appears Mother Cados Mountain Range - Northern Desert (P128)

EXP 135 LP 4 Gald 214

HP	9450
TP	142
Physical Attack	250
Physical Defense	291
Magical Attack	206
Magical Defense	209
Agility	162

Cockatrice Claw	35%	20%
Desue Iron Sand	25%	20%
Cockatrice Claw	15%	–
–	–	–
–	–	–



233 Passion Cockatrice

Lv. 55 [Race ...]

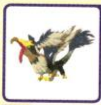
Size Medium Attributes: Fire Earth Demon W

Location: Mother Cados Mountain Range – N

EXP 485 LP 5 Gald 760

HP	28900
TP	219
Physical	680
Physical Defense	422
Magical Attack	301
Magical Defense	268
Agility	244

Cocatrix Claw	35%	20%
Flay Stone	25%	20%
Life Bottle	15%	20%
2 Fraistone	15%	–
–	–	–



236 Guts Cocatrix

Lv. 54 Tribe ur

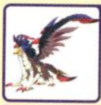
Size Medium Attribute Fire Earth Wind Water Light Eye

Appearance: Lerewiese Ancient Cave (→P280)

EXP 486 LP 4 Gald 758

HP	27400
TP	139
Physical	698
Physical Defense	400
Magical Attack	500
Defense	321
Agility	142

Cockatrice Claw	25%	20%
Cockatrice Beak	15%	20%
Drop: Kujigumi	15%	20%
2 Cockatrice Beak	10%	–
–	–	–



373 Chrome Dragon

Lv. 59 Tribe four

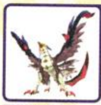
[size extra-large attribute fire earth wind Aperture

Appearance: Lerewiese Ancient Cave (→P282)

EXP 22000 LP 30 Gald 8000

HP	393300
TP	1400
Physical Atk	722
Physical Defense	695
Magical Attack	850
Magical Defense	462
Agility	180

Seven-Colored Lens	100%	–
Red Sage	15%	–
S Hunter's Monocle	–	–
–	–	–
–	–	–



374 Chrome of Remembrance

Lv. 65 Race Type

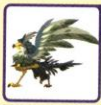
Size: Huge Attributes: Fire Earth Wind Water Light

Appears Reminiscence (→P390)

EXP 30000 LP 30 Gald 15000

HP	452000
TP	2200
Physical Attack	824
Physical Defense	796
Magical Attack	960
Magical Defense	532
Agility	220

Drop: Seven-Colored Lens	100%	–
Red Sage	15%	–
–	–	–
–	–	–
–	–	–



375 Griffin

Lv. 59 Tribe Four

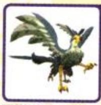
Size: Huge Attribute: Fire Earth Wind Light Regen

Location: Northeastern Yurzolea Continent (→P347)

EXP 15000 LP 30 Gald 7500

HP	379800
TP	1200
Physical Attack	715
Physical Defense	752
Magical Attack	500
Magical Defense	620
Agility	588

Drop: Griffin Claw	35%	100%
Yuruzo Crystal	25%	20%
Panacea Bottle	5%	–
–	–	–
–	–	–



376 Griffin of Remembrance

Lv. 66 Race Four

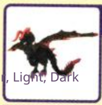
Size: Very Large; Attributes: Fire, Earth, Wind, Water, Light, Dark

Appears Reminiscence (→P393)

EXP 30000 LP 30 Gald 15000

HP	445,690
TP	1800
Physical	809
Physical Defense	800
Magical Attack	690
Magic Defense	700
Agility	622

Griffin Claw	35%	100%
Yuruzo Crystal	25%	20%
Banashia Bottle	5%	–
–	–	–
–	–	–



384 Bloody Peak

Lv. 65; Race: Type Four

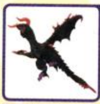
Size: Very Large; Attributes: Fire, Earth, Wind,

Appearance: Vequea Conti (→P347)

550 EXP; 15,000 LP; 30 Gald 20,000

HP	425000
TP	
Physical Attack	820
Physical Defense	800
Magical Attack	600
Magical Defense	820
Agility	690

Drop: Bloody Peak Scale	25%	100%
Treat	20%	–
–	–	–
–	–	–
–	–	–



385 Bloody Peak of Reminiscence

Lv. 70 Race Four

Size Huge Attributes Fire Earth Wind Water Light Dark

Appears Reminiscence Labyrinth (→P393)

EXP 15000 LP 30 Gald 20,000

HP	501200
TP	550
Physical	901
Physical Defense	869
Magical Attack	600
Magic Defense	820
Agility	690

Scales of Bloody Beak	25%	100%
Treat	20%	–
–	–	–
–	–	–
–	–	–

Enemy/Battle Voices 2

In addition to members of the "Demon-Hunting Sword" and "Sea-Beast Claw," voices of Don, Estellise, and Flynn are also introduced. Pay attention to Yeager's distinctive lines.

Clint

Overlimit activated:	Crush them!
Use Artes/Techniques	Smash to pieces!
	"Power, come!"
	"Explode!"
	Rush!
	Hmph— blow it away!
	You won't get away!
	Soar up!
	Ganzan......Messai-jin!
	"Think! Pakuenjin!
	I'll finish it in one strike!
Stun	Oh no
HP 25% or below	It's not over yet
Defeat	Behold my power!!
Defeat	This is... impossible......

Tison

Overlimits activated.	Let's finish this!
Use Artes/Techniques	Ora ora ora! / Shaaa! / Hyahha!
	Joryu Blade (Mizuchi yaiba)
	Maiko Dragon (Mai-Mizuchi)
	Stay down!
	Qiongqi (Kama-itachi!
	Dirty Cart (Oboroguruma)!
	Demon’s Wail (Kikoku)!
	You won’t get away!?
	Advent (Kōrin)!
	Path of Domination (Hadō)!
	Dance Neck (Maikubi)!
	Orya orya orya!
	Jaw Gate (Azato)!
Stun	Isn't this messed up?
HP 25% or below	Now the real show begins!
Defeat	Heh, humans aren't considered prey.
Defeat	You really did it... didn't you?
Secret mission accomplished. You pulled it off!	

Nan

Overlimit activated.	Now, don't get in my way!
Use Artes/Techniques	Here I go! With this!/How about it?
	"Hiraijin (Flying Blade)!
	[Hiraijin: Pursuit]!
	Hiraijin: Ring!
	Hiraijin: Assault
	Senten Zan (Spinning Slash)!"
	Resshin Zan (Raging Earth Slash)!
	Touho Zan (Stomping Step Slash)!
	"Holy Vigor, come here. First Aid"
	A faint murmur of the earth: Stone Blast Change that anger into a spearpoint and pierce the foe — Rock Break
	Call that one back from the brink of death — Raise Dead
“Faint	Ugh...
HP 25% or below	き、Danger!
"Defea	There is no such thing as retreat for us!
Defeated	I don't want to lose...
Secret mission accomplished	Gloom...!
Secret mission accomplished	You did it!

Don

Overlimits activated.	You gave us a hard time.
術 ·Skill Use	Shoten (Rising Heaven)!
	Sobirin (Rose Ring)!
	Tiger Fang Slash!
	Phoenix's... Feast! / Hmph, burn!
	Tachikage (Sword Shadow)!
Stun	You... not bad......
HP 25% or below	Show me your true strength... That was fun.
[Defeat]	
Defeat	...You're one hell of an interesting young brat.

Yeager

Overlimit Activated	—It's Showtime!
Use Artes/Techniques	Great!
	Jump and Arrow!
	Oh, busy!
	Star Burn Kick!
	Punch the Shot!
	Very Very Funny!!
	Hit! Attack!
	What a swing~!
	Cut with a cross!
	One!! Three!! Four!
	Go, up!
	[Revive~!
Stun	Oh my god...!
	Hah... hah... hah...
HP 25% or below	Look to the heaven... ?
"Defea	"Ai, ween!"
[Defe	Ugh... I, you, won...
Secret mission accomplished. We did it... Goddamn!	

Gosh

Overlimit activated	— death to you
Use Art/Skill	Vanish...... / Prepare yourself...... / Dorowatto!
	Ascend to heaven—the summit of the vista of despair (zeppoukei no itadaki)!
	Shoot the true mark (seikoku)—the spear head’s true intent (yajiri no honkai)
	Fall into slumber! The battlefield’s (sentei) noon nap (gosui)!
	Scatter to the bone marrow! The merciless peal (meidou)!
	The blazing, resplendent flame—Eruption
	The falling, impact thunder (ikazuchi)—Thunder Blade
	Receive sacred vitality! First Aid
Stun	Oh no...
HP 25% or below	The situation is unfavorable...
Defeat	It is our victory.
Defeat	Ahhh... Jaeger...-sama...

Drowatt

Overlimit activated	— showing my true power~
Use Artes/Techniques	Eieieiei!/Aisā! Here we go!/Gauche-chan!
	Seia! Dragonfly Reversal (Tonbo no Gyakushū)!
	If you fire enough shots, Hadou (haidou) no Sankaku (Del — evening)!
	Falling for you, falling for you, a maiden's temptation!
	Slash, slash—when it's time to cut, cut! Bright, blazing (ranran) flower
	Fru
	Blow it away, let it perish! Spring hues, floral hues, peachy sighs!
	Wind Cutter
	Thunder rumble rumble BOOM! Thunder Blade
	Come forth, holy vitality! First Aid
[Stunn	This is bad, nya......
HP 25% or below	Yappari yo— this is it—
Defeat	Fuhōn, victory, nya—
Defeat	Jaeger-sama......

Estellise

Over Limit activated	... Hyaaah...!
Use Artes/Techniques	••••• Tsuukku...! / ...Nooo...!...!
Stun	Hah, hah...
HP 25% or below	...Hurry, kill me)...
Defeat	..........Yu— (Ri)......
Defeat	Kyaaaah!
Secret mission accomplished. Th-that is...	

Raven (Ren)

Over Limit activated.	It's about time I let you go!
Use Artes/Techniques	I have no choice but to use this... / There! / Knight Corps Secret Technique!
Stun	Not bad...
HP 25% or below	You're cornered, aren't you......
Defeat	I'm always waiting for your challenge......
Defeat	無念……
You've started accomplishing secret missions, haven't you......	

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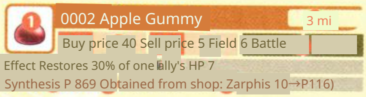
D A T A

● Item Data •

Comprehensive data for all items. The IDs from the "Collector's Compendium" are also listed, which will help with completion.

How to Read Items



0002 Apple Gummy 3 mi

Buy price 40 Sell price 5 Field 6 Battle

Effect Restores 30% of one ally's HP 7

Synthesis P 869 Obtained from shop: Zarphis 10→P116)

1 Item graphic

② ID in the Collector's Catalogue and the item name

③ Item category

④ Price when buying in a shop. Unit: Gald

⑤ Price when selling to a shop. Unit: Gald ⑥ Colored indicates usage: if "Field", usable outside combat; if "Battle", usable during combat Effect when used

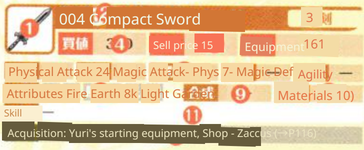
⑦

⑧ Indicates whether it can be made by synthesis. If synthesis is possible, see the referenced page for details

⑨ Indicates whether it can be used as a synthesis material

⑩ Main acquisition methods

● How to read main weapon / sub-weapon



004 Compact Sword 3

買値 340 Sell price 15 Equipment 161

Physical Attack 24 Magic Attack- Phys 7- Magic Def Agility —

Attributes Fire Earth 8k Light Garden ⑨ Materials 10)

Skill —

⑪

Acquisition: Yuri's starting equipment, Shop - Zaccus (→P116)

① Weapon graphic

② ID and item name in the Collector's Encyclopedia

③ Item type

④ Price when buying at a shop. Unit: Gald

⑥ Price when selling to a shop. Unit: Gald

⑥ Characters who can equip

⑦ Parameters increased when equipped. "Physical Attack" is physical attack power, "Magic Attack" is magical attack power, "Physical Defense" is physical defense, and "Magic Defense" is magical defense. Items with "Special" in the numeric column are unique magic gear whose power increases based on the number of enemies defeated. ⑧ Attribute added when equipped

⑨ Indicates whether it can be crafted through synthesis. If it can be synthesized, refer to the referenced page for details.

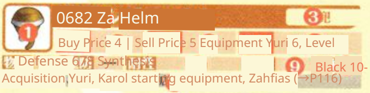
Indicates whether it can be used as a synthesis material

Skills obtainable and categories

■ Attack, Defense, ■: Movement, ■: Support

⑫ Main acquisition methods

How to read head armor/body armor



0682 Za Helm ③

Buy Price 4 | Sell Price 5 Equipment Yuri 6, Level

Defense 678 Synthesis ⑨ Black 10-

Acquisition Yuri, Karol starting equipment, Zahfias (→P116)

① Armor graphic

② ID in the Collector's Catalogue and item name

③ Item type

④ Price when buying at a shop. Unit: Gald

6 Price when selling at a shop. Unit: Gald

⑥ Characters who can equip

⑦ Parameters increased when equipped. "PhysDEF" is short for physical defense, and "MagDEF" is short for magical defense

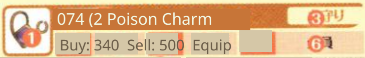
⑧ Resistances added when equipped. "↑" means resistance increases by the shown percentage, reducing damage when hit by that attribute. "↓" means resistance decreases by the shown percentage, increasing damage when hit by that attribute

⑨ Indicates whether it can be made by synthesis. If synthesis is possible, see the referenced page for details

⑩ Indicates whether it can be used as a synthesis material

⑩ Main acquisition methods

How to read accessories


074 (2 Poison Charm
③守り
Buy: 340 Sell: 500 Equip
⑥

Effect: Inflicts Poison status with 50% chance for 7 turns. Increases Water resistance by 10%
Synthesis p.87 Materials 9 Acquisition: Shop・Nodepolis 0-P176)

① Accessory graphics

② ID and item name in the Collector's Encyclopedia

③ Item Types

④ Price when buying at a shop. Unit: gald

⑤ Price when selling to a shop. Unit: gald

⑥ Characters who can equip

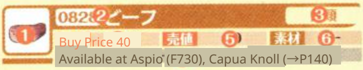
⑦ Effect when equipped

8 Indicates whether it can be crafted by synthesis. If craftable, see the referenced page for details

⑨ Indicates whether it can be used as a synthesis material

⑩ Main acquisition methods

How to read ingredients


0828②ビーフ
③類
Buy Price 40
売値 ⑤
素材 ⑥-
Available at Aspio (F730), Capua Knoll (→P140)

① Food ingredient graphic

② ID in the Collector's Catalogue and the item name

③ Item category

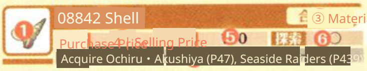
④ Price when buying at a shop. Unit: gald

⑤ Price when selling to a shop. Unit: gald

⑥ Indicates whether it can be used as a synthesis material

⑦ Main acquisition methods

How to read synthesis materials


08842 Shell
③ Material
Purchase 4 Price | Selling Price
⑤0
探索 ⑥○
Acquire Ochiru・Akushiya (P47), Seaside Raiders (P439)

1. Graphics of synthesis materials

② ID in the Collector's Catalogue and item name

③ Item type

④ Price when buying at a shop. Unit: gald

⑤ Price when sold at a shop. The unit is gald

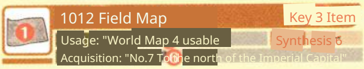
⑥ Indicates whether it can be obtained at an exploration point

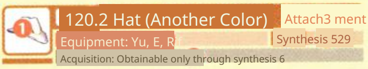
Items marked with a "○" are on the field

Obtainable from exploration points

⑦ Other Major Acquisition Methods

●How to view valuables


1012 Field Map
Key 3 Item
Usage: "World Map 4 usable
Synthesis 6
Acquisition: "No.7 To the north of the Imperial Capital"


120.2 Hat (Another Color)
Attach3 ment
Equipment: Yu, E, Ri
Synthesis 529
Acquisition: Obtainable only through synthesis 6

① Graphic of the valuable item

② ID in the Collector's Catalogue and item name

③ Item type

④ The usage purpose of that item

⑤ Indicates whether it can be created by synthesis. Creatable by synthesis see the referenced page for details

6. Main Acquisition Methods

⑦ Equippable Characters

Meaning of Abbreviations for Equippable Characters

Yu: Yuri
Estelle
Ra: Rapido
Strength: Karol
Ri: Rita
Re: Raven
Ji: Judith
Fuhren
Pa: Patty

Meaning of Abbreviations for Acquisition Methods

Shop: Purchased at a store
Treasure: Obtained from a treasure chest on the map
Dropped: Dropped by monsters
Steal: Stolen from monsters
S: Obtained from secret missions

● Item Data / Tools

8 Items

Items that can recover HP, TP, or status ailments. Herbs that raise various stats are valuable items that cannot be bought in shops.

0000 Apple Gumi

Gumi
買値 100 Sell Price 50 Field Battle
Effect Restores 30% of one ally's HP
Synthesis P526 Material Acquisition Shop · Zaphias (→P150)

0001 Lemon Gumi

Gumi
Buy Price 1000 Sell Price 500 Field Battle
Effect Restores 60% of one ally's HP
Synthesis: P526 Materials Obtainable: Shop - Dangrest (→P191)

0002 Orange Gummi

Gumi
|Buy: 250 |Sell: 125 Field Battle
Effect: Restores 30% TP to one ally
Synthesis: P526 Materials Obtainable: Shop - Aspio (→P164)

0003 Pine Gummi

Gumi
Buy: 1500 Sell: 750 Field Battle
Effect: Restores 60% TP to one ally
Synthesis: P526 Materials Obtainable: Shop - Dangrest (→P191)

0004 Mix Gummi

Gumi
Buy: 1000 |Sell: 500 Field Battle
Effect Restores one ally's HP and TP by 30%
Synthesis: P526 Materials Acquisition Shop・Kapua Trim (→P182)

0005 Miracle Gummi

Gumi
Purchase price 3000 Sell price 1500 Field Battle
Effect Restores one ally's HP and TP by 60%
Synthesis P526 Materials Acquisition Shop・Nordpolica No.125~ (→P217)

0006 Treat

Gumi
Buy price — Sell price 2500 Field Battle
[Effect] Restores all party members' HP by 30%
Synthesis P529 Materials Acquisition Prize from Nam Islet (3000 chips) (→P367)

[0007 Specific

Gumi
Buy price— Sell price 2500 Field Battle
Effect Restores all party members' TP by 30%
Synthesis P526 Materials Acquisition Prize from Nam Islet (3000 chips) (→P367)

0008 Special Gummi

Gumi
Purchase price — Selling price 5000 Field Battle
[Effect Fully restores one ally's HP and TP
Synthesis P526 Materials Acquisition Prize from Nam Island (1000 chips) ((→P367)

0009 Lottery Gummi

Gumi
Purchase price 10 Selling price 5 Field Battle
Effect A random effect from various Gummis will activate
Synthesis P526 Materials Acquisition Shop · Yumanju (→P364)

0010 Poison Bottle

Medicines
Buy Price 150 Sell Price 75 Field Battle
Effect: Cures one ally's Poison status
Synthesis: P526 Materials Obtainable at: Shop · Haruru (→P162)

0011 Paraly Bottle

Medic
Buy Price 150 Sell Price 75 Field Battle
Effect: Cures one ally's Paralysis status
Synthesis: P526 Materials Obtainable at: Shop · Haruru (→P162)

0012 Stone Bottle

Medicine
Buy Price 150 | Sell Price 75 Field Battle
Effect Restores one ally's petrification status
Synthesis: P526 Materials Obtainable: Shop - Dangrest (→P191)

【0013 Seal Bottle

Dishes
Buy 150 | Sell 75 Field Battle
Effect Restores one ally's spell-seal and skill-seal statuses
Synthesis P526 Materials Obtained Shop · Dunglest (→P191)

0014 Weak Bottle

Medicines
Buy 150 Sell 75 Field Battle
Effect Restores one ally's frailty status
Synthesis: P526 Materials Obtained Shop · Dunglest (→P191)

0015 Mind Bottle

Medic
Buy 150 | Sell 75 Field Battle
Effect Restores one ally's mental contamination status
Synthesis: P526 Materials Obtainable: Shop - Dangrest (→P191)

【0016 Cure Bottle

Dishes
Buy Price 500 | Sell Price 250 Field Battle
Effect Restores status ailments that continue to affect you after battle
Synthesis P526 Materials Obtainable Shop · Dungrest (→P191)

0017 Diney Bottle

Medici
Buy Price 500 Sell Price 250 Field Battle
Effect Restores status changes that are effective only during battle
Synthesis P526 Materials Obtainable Shop · Dungrest (→P191)

[0018 Panacea Bottle

Medicines
Buy Price 1000 Sell Price 500 Field Battle
Effect Fully restores all status ailments and changes
合成 P526 Materials Obtainable Shop · Kabua · Noll (P174)

0019 Life Bottle

Dishes
Buy price 500 Sell price 250 Field Battle
Effect: Restores 30% HP and 15% TP of one incapacitated ally
Synthesis: P526 Materials Obtained: Shop - Zaphias (→P150)

0020 Holy Bottle

Medicine
Buy price 300 Sell price 150 Field Battle
Effect Prevents enemy encounters for a certain period
Synthesis: P526 Materials Obtainable: Shop - Aspio (→P164)

0021 Dark Bottle

Medicines
Buy price 300 Sell price 150 Field Battle
[Effect Enemies will approach for a certain period
Synthesis: P526 Materials Obtained: Shop - Aspio (P164)

0022 Liqueur Bottle

Medicines

| Buy Value — Selling Price 500 Field Battle

Effect: Nullifies status abnormalities for 1 minute

合成 P529 Material — Obtain: Gachakoro on Nam Isle (100 chips) (P367)

0023 Cocktail Bottle

Medicine

Purchase price — Selling Price 500 Field Battle

Effect: Nullifies status changes for 1 minute

Synthesis: P529 Material Acquired Nam Islet Gachakoro (100 chips) (→P367)

0024 Limits Bottle

Medicines

Purchase price — Sell Price 500 Field Battle

Effect Fills 1 OVL gauge

Synthesis P536 Material Acquired Nam Islet Prize (5000 chips) (→P367)

0025 Sage

Leaf Herb

Buy Price — Sell Price 50 Field Battle

[Effect] Max HP +10

合成 — Material obtained Thief Zagi (3) (→P420)

0026 Red Sage

Herb

Purch — Sell Price 50 Field Battle

[Effect] Max HP +30

Synthesis - Material Obtainable from Nam Island Gachacoro (500 chips) (→P367)

0027 Savory

Medicinal Herb

Purchase price — Sell Price 50 Field Battle

Effect: Max TP +10

Synthesis — Material Obtainable from Thief: Gigaralva (→P454)

0028 Red Savory

Medicinal Herb

Purchase price — Sell Price 50 Field Battle

Effect Increases maximum TP by 30

Synthesis — Material acquisition Gachakoro on Nam Islet (500 chips) (→P367)

0029 Lavender

Leaf Herb

Buy Price — Sell Price 50 Field Battle

Effect Increases physical attack by 1

Synthesis — Material acquisition Treasure · Egosaw Forest (→P240)

[0030 Red Lavender

Lavender

Purchase price — Sell Price 50 Field Battle

[Effect Increases physical attack by 3

[Synthesis — Obtain materials Treasure Temza Mountain (→P235)

[0031 Verbena

Medicinal Herb

Shop — Sell Price 50 Field Battle

Grant Physical Defense Increase

Synthesis — Material Acquisition Thief・Pterops (P438)

0032 Red Verbena

Medicinal Herb

Purchase price — Sell Price 50 Field Battle

[Effect Physical Defense +3

Synthesis — Material Acquisition Treasure・Relewyze (→P281)

[0033 Chamomile

Leaf Herb

Purchase price — Sell Price 50 Field Battle

効果 Magic Attack +1

合成 — Material - Acquisition Thief・Outbreaker (→P444)

0034 Red Chamomile

Herb

| Buy Price — Sell Price 50 Field Battle

効果 Magic Attack +3

[Synthesis — Material Acquisition Treasure: Relewise (→P280)

0035 Basil

Zhen Grass

Buy Price — Sell Price 50 Field Battle

Effect: Increases Magic Defense

Synthesis — Materials Acquired: Thief・Belius (→P433)

0036 Red Basil

Medicinal Herb

Purchase price — Sell Price 50 Field Battle

3 Magic Defense +3

Synthesis — Material Acquired: Treasure - Bakution (→P249)

0037 Saffron

Zhen Grass

Buy price — Sell Price 50 Field Battle

Effect: Agility +1

Synthesis — Material Acquired: Stolen - Baito Joe (2) (→P452)

[0038 Red Saffron

Medicinal Herb

Purcha — Sell Price 50 Field Battle

Effect 敏捷 Increases by 3

Synthesis — Material Obtained Treasure - Ego-Saw Forest (→P240)

[0039 All Divide

Battle Support

Buy price — Sell Price 50 Field Battle

Effect: All damage to enemies and allies alike is halved

Synthesis P538 Material Obtained Treasure - Yormgen (→P227)

0040 Hourglass

Combat Start Support

Purchase Price — Sell Price 50 Field Battle

Effect: Stops enemy movement for several seconds

Synthesis: P527 Material Obtained: Treasure・Yormgen (→P227)

[0041 Spectacles

Combat Start Support

Buy Price 10 Sell Price 5 Field Battle

Effect: Examine enemy status

Synthesis: P526 Materials: Obtainable at shop - Deidon Fort (→P158)

0042 Goza (Str

Camp

Buy Price 100 Sell Price 50 Field Battle

Effect: Restores 25% of all allies' HP and TP (Cannot be used in towns or dungeons)

Synthesis — Material Obtained: Shop・Kapua・Nol (P174)

0043 Simple Tent

Camp

[Buy Price 250 Sell Price 125 Field/Battle

Effect: Restores 50% of all party members' HP and TP (cannot be used in towns or dungeons)

Synthesis: — Materials: Obtainable Shop - Nordpolica (→P216)

0044 Tent

Camp

Buy Price 500 Price 250 Field Battles

Effect: Restores 75% of all party members' HP and TP (cannot be used in towns or dungeons)

Synthesis — Materials: Obtainable at shop - Myolzo (→P243)

0045 Barrier

Camp

Buy Price 1000 Sell Price 500 Field/Battle

Effect: Fully restores all party members' HP and TP (cannot be used in towns or dungeons)

Synthesis - Materials: Obtainable at shop - Dangrest No.132~ (→P192)

メイン武器

Main weapon that affects a character's attacks. Even if its stats are low, some can learn valuable skills.

0046 コンパクトソード
Sword
| Purchase Price 00 Sell Price 150 Equipment 1,1,2
Physical ATK 24 Magic ATK Physical Defense Magical Defense Agility —
Attributes Fire, Ea 水 光 闇 Synth — Materials ○
Skill —
入手 Once initial equipment, shop·⁺⁺><ヌ(→P150)

0048 カロリアンソード
剣
Purchase price 売値 1,750 currency Equipment Strength
Physical ATK 244 Magical ATK Physical — Magical Defense Agility —
Attributes: Fire Earth Wind 光 Refreshing Combine P529 [Material] O
Heavenly Light ■ヌ all of a sudden eleven
Obtainable: Only via synthe

0050 Ni
Sword
Purchase Price 470 Sell Price 235 Equipment Yu, Fu
Physical Attack 47 Magic Attack Physical Defense Magical Defense Agility 5
Attributes Fire Earth Wind Water Synth — Materials —
Skill ■ Backstep
入 Shop • Fortress of Heaven's W

0052 Koso Y-F
Sword
Purchase Price Sell Price 350 Equipment 1, 7
Physical Atk 75 Magical Atk Physical Def Magical Defense Agility —
Attributes Fire Earth Mountain Combine Refreshing P527 Materials —
Skills Critical Guard Defend
People Treasure Juice White Also Ruins (→P166)

0054 Yuan Hua Wai
Sword
Buy Price 820 | Sell Price 410 Equipment エ
Politic 62, Recovery 25, Physical Defense - Magical Defense Agility 10
Attributes: Fire Earth 水 爽口合成 — Materials —
Skills ■ Backstep ■ Evasion
入手 Shops (→P174), Treasures · Ruins (→P167)

0056 Minor Half
Sword
Purchase — Sell Price 680 Equipment
Physical Attack 125 Magic Attack 25 Physical Defense Magic Defense Agility —
Attribute: Fire Burn Critical Synthesis P528 Material O
Skill ■Strength■Sword Up
入手 Drop • 37 (→P416), Treasure · Power Skill クム (→P184)

00853 Standing Person
Sword
Buy Price 1350 Sell Price 675 Equipment エ
Electric Attack 90 Magic Attack 60 Physical Defense Magical Defense Agility —
Attribute: Fire, Earth, Wind, Wat Synth Refreshing Materials ○
Skills: ■Item Throw ■Spirits
Staff Shop カム (→P182), Bao • Dingshao's Mansion (→P178)

0047 コンパクトソード+1
Sword
Purchase price — Sell Price 300 Equipment 1,1,7
Physical Attack 1 Magical Attack Physical — Magical Defense Agility —
Attribute: Fire, Earth, Wind, Wat ○ 成 Equipment P528 Materials —
Ten ル At eight years old one ku only one spoon one spoon one 1 evening one sand
Obtainable: Can only be acquired through synthesis

004 Upgrade 9YY-F+1
Sword
Purchase Price Sell Price 187 Equipment Strength
5 Physical Attack 260 Magic Attack Physical Defense Attributes Fire Earth Wind Water Light Sun Metal Acquisition Usable only via synthesis
Magical — Agility —
P529 Materials —
■ ビードリ シ ■セカンドア: Ku

0051 Ori ベル
Sword
Purchase Price 400 | Sell Price 200 Equipment エ
Physical Attack 24 Magic Attack 11 | Physical Defense — Magic Defense Agility —
Attributes Fire Earth Wind Water Light Synthesis — Materials —
Skill —
Acquisition Estelle starting equipment

0053 ナイトソード
剣
買値 1300 | Selling Price 650 Equipment 1.7
Physical Atk 6 Magical Atk Physical Def 10 Magical Defense Agility —
Attribute: Fire, Earth, Water Synthesis Edition Materials ○
スキル ■アピール ■イメージトレーニング
入手 店 カム (→P182), 宝·の屋敷 (→P177)

0055 レイピア
Sword
Purchase price Sell Price 325 Equip 1, 1, 2
Physical Attack 64, Magical Attack Physical Defense Magical Defense Agility 15
Attribute: Fire, Earth, Wind — Gale, Refreshing Combine P526 Materials —
Skills ■ Cross Counter Step Away Resist
Acquisition: Obtainable only through synthesis

0057 ツルギ+1
Sword
Buy Price Sell Price 940 Equipment
Physical Attack 155 Magic Attack Physical Defense Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Light Combine P528 Materials ○
ス Machine ヤヌ2 Card ■アルフ —
Acquisition Can be obtained only by synthesis

0059 グラディウス+1
剣
Purchase price — Sell Price 850 Equipment エ
Physical Attack 95 Magic Attack 25 Physical Defense Magical — Agility —
Attribute: Fire, Earth, Degree, Wa Ha P528 Materials —
Skills: ■Item Throw ■Magic Feint ■Auto-Medicine
Obtainable: Only via synthes

0060 エペ Sword
買値 1540 Sell P 770 Equipment 1
Physical ATK 110 90 Physic — Magical Defense Agility —
Attributes: Fire Earth Wind Wate Synthesis Light Mater ○
Skills: ■Strength Defend Break Subress
Outside the eatery(→P191), Treasure • Lier Magic クムム (→P184)

0061 Worker +1 Sword
Buy price — 売値 1300 Equipment Work
Physical ATK 60 Magic ATK 5 Physical DEF Magica — Agility —
Attributes: Fire Earth 水 光 P529 Material —
スキル ■アピール ■アピール2 ■エンドゥッキー
Obtainable: Only via synthesis

0062 Yuan One Below Oソ Sword
Purcha — 売値 1500 Equipment 1
Physical ATK 198 Magic ATK — Physical Defense Magical Defense Agility —
Element Fire Earth Water Light A Synthesis P529 Material ○
Skill Combo Plus ■ Combination
入手 Treasure • Me77 Mouth Below (→P204)

0063 ブルードラゴン+1 Sword
Purchase price 売値 1750 Equipment
Physical ATK 288 Fragile ATK Physical Magical Defense Agility —
Attributes: Fire, Earth, Wind, Wa Synth P529 Materials —
Skill Combo Plus Combination Step Combo
Obtainable: Only via synthesis

0064 バトルソード 剣
Buy Price 1750 Sell Price 875 Equip 1、7
Physical ATK 50 Magic ATK Physical DEF Magical Defense Agility —
|Attributes| Fire Earth Wind Wate Durability Synthesis — |Materials ○
Skill Invalid Attack
Outside the vegetarian restaurant (→P191)

0065 バトルソード+1 Sword
Purcha — Sell Pri 1300 Equipment Merchant 1, 7
Physical 174 Attack Magical Attack Physical Defense 17 Magic Def Agility —
Attribute: Fire Earth Wind Water Synthesis P529 Materials —
Skill: Invalid Attack Invalid Magic ■Vitality
Obtainable: Only via synthesis

0066 Worker Lower Ku 剣
Item 2000 fil 1000 Equipment 1、エ、7
Physical Attack 62 Magical Attack Physical Defense Magical Defense Lion 20
Attributes: Fire, Earth, Wi Critical Billiards P528 Materials ○
Skill: Consume Attack, Magical
Outside the inn (→P191), Treasure in the Great Forest (→P194)

0067 Worker Me Lower Ku +1 Sword
Purchase price fi 1600 Equipment 1. Strength
Physical Attack 199 Magic Attack — Magic DEF Agility 40
Attributes: Fire, Earth, Wind, Me Combine P529 Materials —
Skill ■ Consume Attack ■ Magical ■ Effective
Obtainable: Only via synthesis

0068 アイスコフィン Sword
Purchase price 売値 3200 | Equipment Work
Physical Atk 3-28 Magic Atk 162 Physical Def Magical Defense Agility —
Attributes Fire Earth Wind Water Light P533 Materials ○
Skill ■ Diffuse Water
People (→P231)

0069 717 Transformation +1a Sword
Purchase price 売値 3350 Equipment Work
[Physical Atk 335 Integrity 162 Physical Def Magical Defense Agility —
Attributes Fire Earth Wind Water Light Hemp P533 | Materials
Equip ■ Diffuse ■HPコンディションM ■HPコンディションM2
Obtainable: Only via synthesis

0070 Performer population 7 Iso +18 Sword
Purcha — 売値 3350 Equipment 1
Physical Attack 328 Magic Attack 5 Physical Defense Agility —
Attributes: Fire Earth Wind W "Tai P533 Materials —
Table mud Shuixia TPMTPM2
Obtainable: Only via synthesis

0071 スティンガー Sword
買値 — 売値 2600 Equipment 1
Physical 314 Attack Magic Attack 4 Physical Defense | Agility —
Attributes: Fire Earth Wind W Synthesis P532 Material O
Skill Combo Plus ■ Efficient Good Job
Manpower Baokou Dingyi Desert (→P224)

0072 スティンガー+1 Sword
Purchase price Sfi 2900 Equipment
Physical Atk 3-24 Magic Atk 50 Phys/Mag Def — Agility —
Element Fire Earth Wind Water Light Combined Synthesis P532 Materials
Skill Combo Plus Multi-Hit ■ Guren
Obtainable: Only via synthesis

008 Mysterious Ceremony 剣
買値 — Child 11000 Equipment 1, 7
Physical Atk 599 Magic Atk — Physical Def — Magic Defense 敏捷 50
Element Fire Earth Wind Refreshing Mobster P538 Materi ○
Skill ■ Canceler
Obtainable: Only via synthesis

007 Seven So Ten Child +1 Sword
Purchase price 売値 11750 Equipment 1、7
Eat rice 599 Crisp Attack Physical Defense Magic Def Agility 60
[Attributes Fire Earth Wind Water Light Porridge Combined P538 | Materials
スキル ■キャンセラー ■リミッツボーナス ■リミッツボーナス2
入手 盗·ソードダンサー(2)(→P458)

5 Hachi Yoru 1 FY-F Sword Strength
Purchase price |Sell Price 1100 Equip
Physic Attack 87 Ma — Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Combined Server P52 Materials ○
Skill ■ Item Throw ■ Bug Repellent
Personnel Treasure Creek Great Forest (→P194)

0076 バスタードソード+1α
Purchase price　Sef 1700 Equipment　Strength
Physical ATK 280 Magical ATK　Physical DEF 10 Magical DEF　Agility —
Attributes: Fire, Earth, Storm　pleasant to taste　Material　P529
スキル ■アイテムスロー ■ライフアップ ■アピール
Obtainable: Only via synthesis

0077 バスタードソード+1β
Purchase —　f1700 Equipment　Strength
Physical ATK 280 Magical ATK　Physical DEF Magical DEF 0 Agility —
Attributes: Fire Earth Wind Wat　Servemerge P529 [Material —
ル ■アイテムスロー ■メンタルアップ ■アピール2
Obtainable: Only via synthesis

0078 Talent/Technique チク
Purchase price　Sell Price 1900　Equipment　エ
Physical Attack 255 Magical Attack　Physical Defense　Magic Defense　Agility —
[Attributes: Fire Earth Wind　Co　P530　Material O
Skill ■ Link Slasher Me... (many) Finish
Item No. (→P212)

003 If the number of Talent/Tech less than 3, +1
Buy Price — Sell Price　—　Equipment　エ
Physical Attack 280 Tiger Attack　Physical Defense　Magical Defense　Agility —
Attributes: Fire Earth Wind Famil　Combine P530　Materials —
Skill ■ Link Slasher Me... (many) Finish ■ Endless Finish
Acquisition: Obtainable only through synthesis

0080 ミスリルソード
Member 9650 Open 4825 Equipment　エ
[Physical Attack 8744 Magical Attack 210 Physical Defense　Agility —
Attributes: Fire Earth Wind Water　Synth Hidden　Material —
Skills ■Cancel Plus ■One Combo An ■Hyper Heal
入手 Shop · Ya-Go (→P243)

08 PowerズY once
With 4000 Child 2000　Equipment　ユ、フ
Flower Attack 270 Fragile Attack 40 Physical Defense　Magic Defense　Agility —
Attributes Fire Earth Wind Water　Synthesis —　Materials —
Skills ■Happiness Sing ■Happiness Sing 2 ■Happiness Sing 3
Specialty Shop Karri (→P216)

0082 Hachi I Han
Buy Value —　Silver 2450 Equipment　ユ、フ
Physical Attack 300 Dragon Attack　Physical Defense　Magical Defense　Agility 50 G
Attributes: Fire Earth Wind Water　Combined P532 Materials —
Skills: ■ Aerial Combo Plus ■ In Elemental ■ Fatal Exceed
Acquisition: Obtainable only through synthesis

0083 First step one child Members 6450 Sefi 3225 Equipment Physical Attack 345 Magic Attack 120 Physical Defense Magic Defense Attributes: Fire Earth Wind Net Synthesis]
ユ、エ、フ
— | Agility —
— Material O
入手 Outside the shop No.88~ (→P192), Card No.136~ (→P217)

0084 V First step one child +1 Sword
Purchase —　Element 3225 Equipment　ユ、エ、フ
Physical Attack 844 Magic Attack 70 Physical Defense　Magical Defense　Agility —
Attributes: Fire Earth Wind Refreshing　Merge P533 material —
ル ■+Location 又八 below one card ■リカバ nd
Acquisition: Obtainable only

0085 ルーンブレイド
Members 7000 Silver 3500　Equipment　ユ、フ
Land politics 350 Magic Attack 80 Physical Defense　Magical Defense　Agility —
Attributes: Fire Earth Wind Water synthesis —　Material O
Doctor ■支ワッツ ■マジカル2 ■レジスト2
Outside the shop Zh No.88~ (→P192), One card　ドリカ No.136 ~(→P217)

0086 ルーンブレイド+1
Purchase —　Sell price 4750 Equipment　ユ、フ
Physical Attack: 20 Magic Attack 250 Physical　Magic Defense　Agility —
Attributes: Fire Earth Wind Light　Synthesis P534　Materials —
ル ■ ou13 ouDown3　■レ
Obtainable: Only via synthesis

0087 バゼラード
Cold 3700 Sef 1850　Equipment　エ
Physical Attack 200 Magic Attack 20 Physical Defense　Paralysis Resistance　Agility —
Attributes: Fire Earth Wind Water Light Field Synthe　Material ○
スキル ■ガーディアアーツ ■バーストフォース
Handy Shop Entry Talent F No.63 (→P188)

0088 バゼラード+1α
Buy Price -　Sell Price 2000 Equipment　Work
Physical Attack 220 Magical Attack 144　Physical Defense　Magical Defense　Agility —
Attributes: Fire, Earth, Wind. Refreshing taste a P531 | Material
ル ■ナ一四ア一以圖八一下才一ス　Heaven only $7
Acquisition: Obtainable

0089 バゼラード+1β
Purchase price　売値 2000　Equipment　Work
Physical Attack 220, Magic 144　Physical Defense　Magical Defense　Agility —
Attributes: Fire, Earth, Wind　Synthesis version　Material —
Medicine 一係しア一以圖八一処才一ヌ才一ト　メディ Of 2
Acquisition: Obtainable only through synthesis

0090 ゼピュロス
買値 —　Sell Price 3950 Equipment　エ
[Physical Attack 348 Integrity 160 Physical Defense　Magic Defense　Agility 40
Attributes: Fire Earth Wind　Cold/Heat P534　Materials ○
Skills: Agility, Gale, Evasion 2
入手 Dropped at Servant's 21A (→P413)

0091 ゼピュロス+1α
Purchase price　fi 12000 Equipment　Work
Physical 466 Magic Attack 290 Physical Defense　Agility —
Attributes: Fire Earth Wind B　Combined P538　Materials —
Skill ■ Agility ■ Vitality 3 ■ Appeal Limits
Obtainable: Only via synthesis

0092 ゼピュロス+1β

剣

Purchase price — Phone 12000 Equipment エ

Physical 277 Magical Attack 280 Physical Defense — Magic Defense Agility —

Attributes Fire Earth Wind Water Light Combine P538 Material —

Long Gale ■ヌy3January 2 ■アヒ ッツ

Acquired Only obtainable through synthesis

0093 アレス

Sword

買値 — Sf 390 Equipment ユ、フ

Physical Attack 388 Magic Physical Defense 20 Defense 22 Agility —

Attribute: Fire, Earth, Wind, Light Surface Synthesis P534 Materials —

Skills: Agility, Gale, Evation 2

Person Treasure ム Mountain (→P235)

0094 Great Servant-FU7V

剣

Purchase price — fi 6000 Equipment 1, 7

Physical Attack 466 Magic Attack Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light, Rain Combine P536 Materials —

Skills: ■Efficient ■Evasion 3

Obtainable: Only via synthesis

0095 シャドウファング

Sword

Member 9300 売値 4650 Equipment ユ、フ

Physical Attack 405 Fragile Attack 200 Physical Defense Magical Defense Agility 50 yuan

Attributes: Fire, Earth, Water, Light Synthesis — Material ○

Skill: ■Cancel Plus 2

Eating Shop • Sangen (→P243)

00963777 years old +1

剣

Purchase price — | Sell price 6500 Equipment ユ、フ

Physic 477 Magic Attack 220 Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Water Light P536 Materials —

Class ■キャ Place ヌ2 ■HP] ンディションS ■HPコンディションS2

Character luck drops by one year (1) (→P458)

0097 77so ンメイ

剣

「Buy price fi9000 Equipment エ

[Physical Attack 499 Magic Attack 340 Physical Magical Defense Agility —

Attributes Fire Earth Wind Water Synthesis P537 Material O

○ ル ■ガーディアン ■オールガード2

e Equipped when added again at child entry (No.126)

B7ンソ+1a イ

Sword

| Purchase price Sf 14000 Equipment エ

Physical attack 535 Magic attack 390 Physical defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Sto Combined P538 Materials —

Performance Yizhiwu1815 Card 7IF4 ラ

Obtainable: Only via synthesis

0099 アイアンメイデン+1β

Sword Work

"Purchase Value 14000 Equipment

Physical Attack 530 Fragile Attack 400 Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Water Lightning Golden Hemp P538 Materials —

Skyル Yizi Another Yiba downward view 4

Acquisition: Obtainable only by synthesis

0100 ハイランダー

Sword

Purcha — Mud 13500 Equipment エ

Shadow Edition 668 Magic | Physical Defense Magical Defense Iron 60

Attributes: Fire Earth Pleasant Taste Combination P538 Material —

Skills ■ Hit Plus Green Limiter ■ Limits Plus

Beiqin Baogong Child One Three Two (→P277)

0101 スパインリッパー

剣

Buy 4700 fi 235 Equipment ユ、エ、フ

Physical Attack 288 Attack 100 Physical Defense Magical Defense | Agility —

Attributes: Fire Earth Wind Water Synthesis — Material O

Great Class Five Evening Child Technique One Ten ō

Great Shop Evening Evening (→P222), Treasure • Rikaō's Throat (→P220)

0102 スパインリッパー+1

Seam

Purchase price Cost 2900 Equipment 1, 1, 7

物攻 330 魔攻 111 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Me Combined P532 Material —

Tian Ni Bong Xi'er Yi Shi ㄨ Xi'er Shu Yi Shi ㄨ2 OVLT

Obtainable: Only via synthesis

0103 シデン

剣

Purchase price — Light Value 10000 Equipment ユ

Physical Attack 5777 Fragile Attack 220 Physical Defense Agility 40

Element: Fire Earth Wind Storm Refreshing Synthesis Materials —

Machine One

■ ンレス ■リミッツ ーム

入手 Treasure • To the Unfallen Palace (→P269)

0104 クリス・ナーガ

Sword Work

Phone 27000 売値 13500 装備

Physical Attack 520 Attack 380 Physical Defense Magice — Agility —

Element: Fire Earth Water Wind Light ☐ Synthesis Material O

Skill: Limiter

People Outside the Shop and Then Down No.132~(→P192), Kari No.136~(→P217)

0105 クリス・ナーガ+1α

Sword

Purchase Value — Children 15000 Equipment エ

Physical Attack 560 Magic Attack 455 Physical Defense Magic Defense Agility —

Element: Fire Earth Water Wind Light Two Machine Synthesis P538 Materials —

■リミッター ■ディフェン 4 ■ディフェ Under the gate

Obtainable: Only via synthesis

0106 クリス・ナーガ+1β

Sword

Purchase price — Sf 15000 Equipment エ

Physical Attack 555, Historical Attack 460, Physical Defense Magical Defense Agility —

Attribute: Fire, Earth, Wind, Flip Sum P538 | Materials —

Tianji ■リミッター ■レジスト 4 L of Eighty

Obtainable: Only via synthesis

0107 カラドボルグ

剣

| Buy Price — Defi 22500 Equipment ユ

Physical Attack 40, Magic Attack Physical Defense Magical Defense —

Attributes: Fire, Earth, Wind, Lig Synthering On Materials —

Skill: High Canceller

入手 Baoxieru Kou (→P294)

●Row ムテ One Evening/×ヘ Weapon

0103 One Step イア^ One of
Friend 40000 20000 Equipment ユ、エ、フ
Physical ATK 00 Magic ATK 530 Physical DEF- Magic DEF Agility —
Attribute: Fire Earth Wind Wat ight Open Synthes Material ○
Ne Return■OneルMap HP 981
入手 Store, Cai Er Er Cai (→P286)あなし3(5)](→P340)

0109 One Step of Shaka +1
Purchase price Phone 21000 Equipment 1, 1, 2
Physical ATK 710 Critical ATK 535 Physical Magic Defense Agility —
Attribute: Fire Earth Wind Water L P538 Material —
Home Buy ■Return OneルMap HP 81 ■TP 981
Prize on the dozens of deserted islands (50,000 tickets) (→P367)

0 Cai Outside
Purchase price Seli 3000 Equipment Strength
Physical ATK 352 Magic ATK Physical DEF 20 Magic DEF Agility —
Attributes: Fire, Earth, Wind, Water, Light P532 Material ○
Skill ■俊敏 ■ Gale ■Evasion2
Person Treasure mouth had a ル desert (→P225)

0111 ライオット+1α
Purchase price Ke 3250 Equipment Strength
【Physical Attack 370 Magi Physical Defense 30 19 mi Agility —
Attribute: Fire Earth Wind Wa Light Map Taiwan Edition P533 M
Light Agility Another evening ten thousand one downward sky hundred million F3
Obtainable: Only via synthesis

0112 ライオット+1β 剣
買値 — SE 3150 Equipment Strength
Physical Attack 80 Magic Pine at 20 Fragile Defense 30 Agility —
Attribute: Fire Earth Storm Refreshing Combined P533 Material —
Skill: Gale Condition Guard Resist 3
Acquisition: Obtainable only through synthesis

The First of 日四ダーウ之
Purch e va - 克 14500 Equipment
Land Administration 550 Magic Attack 50 Magic Defense Agility —
Attributes: Fire Earth Wind Light Map Synthesis P538 Materials O
Heaven ソウルコンオ インオ "Ascend Map 33ョン
Manpower Treasure I7 yuan 132 (→P277)

0114 7+ ダーク ベンジャー 剣
Purchase value K 16500 Equipment エ
Physical 570 Magic Attack 490 Physical Def Magic Defense | Agility —
Attributes Fire Earth Wind Wat Light Aura Synthesis P538 | Materials —
Machi ワンコンオ "ỹ" ma ンコンポ" an` ma so Ice "7" トロ
入手 "NO.134 Essential Nurturing Spring"

0115 クラウ・ソラス
Purchase price Money 22500 Equipment
Physical Atk 766 Magic Atk — Magical Defense Agility —
Attributes Fire Earth Wind Refreshing Synthesis Physical Def 氷 — Materials —
Tennie 8818181 One Piece スト
入手 "Shitamachi's Hope (→P342)"

0116 フラムヴェルジュ
Purchase price Sefi 1750 Equipment ユ、フ
Physical Atk 322 Magic Atk 82 Physical Magic Def | Agility —
Attributes Fire 風 氷 Refresh Synthesis P532 Material —
Skill: Combo Crimson Lotus ■ Strength 3
入手 Treasure Mouth One Desert (→P224)

0117 Only 181レ
| Purchase Value 売値 3100 Equipment ユ、フ
Physical Atk 350 Magic Atk 45 Physical Def Magical Agility —
Attributes Fire Earth Wind Synthesis P533 Materials ○
Skill ■ Spread Water ■ Life Up
Acquisition: Obtainable only through synthesis

0118 / ヴォー ルソード 剣
Purchase value 4750 Equipment 1, 7
Physical 425 Magic Attack 165 Physical Defense Magical Defense Agility —
Attributes Fire Earth Degree Water Light Combine P534 Material —
Skills ■Spread Water ■Mental Up
Obtainable: Only via synthesis

0119 Tianxia Z1n 21
Purchase price Phon 38888 Equipment
Physical Restaurant Magic Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Combine: P526, P539 Materials —
Desk Ice ö3 One ■グロ リー
Acquisition: Obtainable only by synthesis

0120 Mouth ソセ 剣
Purchase price Sel 17000 Equipment ユ
Physical Attack 20 Magic Attack Physical Defense Magical Defense Agility —
Attributes: Fire Earth Pleasant Taste Synthesis Material —
Skills ■Assassin ■One Sell Pinch Up
There are three No End Rule (→P352)

02 Ultra-Hard Sword So nei
Purchase price Sfi 27500 Equipment
Physical 60 Magic Attack 555 Physical Defense Magical Defense 敏捷 80
Attributes Fire Earth Wind Pleasant Taste Synthesis Materials —
Tianji XiYou KouPi←Return≥3
入手 Bao Xi'er Kou (→P290)

0122 ブレイバー
Purchase price | Sale Price — Equipment Strength
【Physical ATK 550 Magic ATK Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water, Light, Dark Synthesis Materials —
Table Next So MOジ コンセン Remember the picture 881 Gong Xi 8ki2: Guard
入手 「No.116 氷に閉ざされる海」

0 2 Fake Swords デインノモ
Purchase — | Sale Price — Equipment
Physical ATK 71 5 Magical ATK Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water, Light Synthesis — Materials —
入手 「アレ Her Research (→P325)

02 F02ying ット!

Sword 工

| Purchase Price Child 10000 Equipment

Physical Attack 550 Magical Attack 600 Physical Defense Magical Defens Agility —

Attributes Fire Earth Wind Water Light Total P539 Materials ○

Machine ■スリーピイ: 55 cases Ba yi ○2

入手 Stolen mouth 2 (→P421)

0125 ゴーシュソード

Sword 工

Purcha — 売値 10000 Equipment

[Physical Attack 600 Magical Attack 550 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light, Grant 成 Gold P539 Materials ○

スキル ■チャーミィスラスト ■ライフリバース

"Obtained a five (→P421)

0126 Jiao Pu Pu ying

Sword Fu

| Buy Value — Child 22500 Equipment

Physical Attack 00 Fragile Attack 600 Physical Defense Magical Defense Agility —

Attribute Fire Map Refreshing Synthesis — Material —

Skills ■Special ■High Canceler

入手 フレ: Re-added when equipped (No.150)

012 Two Arts

Sword 工

Purchase price 売値 8750 Equipment

Physical Attack 545 Magic Attack 0 Physical Defense 17 Magical Defe Agility —

Attribute Fire Earth Wind Refreshing Mouth | Synthesis Materials —

Table スナルビー刂2■コ

Special drop, Work 攻—(2)(→P423)

CP233: Ceremonial Tome

Seal 工

Purcha Sell Price — Equipment

物攻	460	魔攻	460	物防	100	魔防	100	敏捷	10

Attributes Fire Earth Wind Water Light Synthesis] — [Materials] —

Skills ■ Special Turnless ■ Protection

入手 "No.108: Place of the Exalted"

CP: Hero Sword

Sword 工

Purchase price — | Sale Price — Equipment

Physical Att 500 Magic Atk: 00 Physical Def Magical Defense Agility —

Element: Fire Earth Wind M Refresh Net Synth — Materials —

Skill —

Let 手 reat Lover of Theater" (→P369)

050 Big Son Once · ヌヒ元

剣 Fu

買値 — Sf 1750 | Equipment

Physical Attack 200 Magic Attack 120 Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Water Synthesis (Refreshing) Material —

Skills Pari ■Magic Parry

Acquisition Flen (initial equipment)

0311-Kuou

Sword Fu

Purchase Value 売値 6000 Equipment

Physical Attack 440 Magic Attack 380 Physical Defense Magical Defense Agility —

Attribute: Fire Earth Skin Net Synthesis — Materials —

Refreshing ■ル ■ナ Ichinoyu ox book one day Ku ox Next child one'sha 2

Crowd Bad Xingcai (→P248)

0132 1-25 Butler ア

Sword Fu

Purchase price 売値 11000 Equipment

Item acquisition 50 4808 物防 30 Agility —

Attributes: Fire, Earth? Water, Light synthesis — | Materials —

Skills: ■Arts Smash ■Magic Smash ■Burst Smash

House Equipped when Yuan rejoins (No.126)

0133 ベルセルクハート

剣 フ

Purchase price Phone 27500 Equipment

Physical Attack 20 Integrity 620 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind Refreshing Synthesis — [Materials —

Genius of the Eighty-One Blade ｧｨ Lower juvenile diagram 881 batch 71

入手 Treasure, Xi'er Strength (?) (→P293)

Net 0134 レイディア Others

Sword Fu

買値 — Mori 20000 Equipment

Physical Attack 700 Fragile Attack 580 Physical Defense Magical Defense Agility —

Attributes Fire Light Net Synthesis — | Materials —

スキル ■十図今イ八十ーイ八ルエ2 ■ナ

入手 "Step·Endless New" (→P352)

CF5 Ki YO Sword His Talent So

Sword Fu

Purchase value Phone 35000 Equipment

Physical Attack 740 Magic Attack — Magic — Agility —

650 Physical Defense Attrib Synthesis — Materials —

ute: Fire Earth Wind Water Light Dark Surface HP 88 81 88 10 TP

入手 「フレンの Trial" (→P377)

CFG Star No.2

剣 工

Purchase price Sell Price — Equipment

Physical Attack 20 Magic Attack 480 Physical Defense Magic Defense Agility —

Attributes Fire Earth Wind Critical Refresh Mouth Synth Materials —

ス Machine 【归于一ム

入手 "No.150 Hope Benevolent Burning Street"

0 E Sohai (Teaching Stick)

Sword 工

Purchase price | Sale Price — Equipment

Physical Attack 700 Magic Attack — Physical Defense Magical Defense Agility —

| Attributes Fire Earth Wind Water Synthesis Refreshing Materials —

Skill ■Kabutowari

∈手 Greatly Likes Stimulation (→P337)

CFE X Bouquet of Hands

剣 工

Purchase price | Sale Price — | Equipment

Phys 680620 Physical Defense — Magical Defense Agility —

Attributes Fire Earth Wind Storm Synthesis Refreshing Materials —

Table ■TP Stir Bit

網∈手 Stimulatingly Great (→P337)"

0F Bewitching Sword Sai Ni Bi Plus

Sword 工

Purchase price Sell Price — Equipment

Physical Attack 820 Magic Attack 650 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind 闇 Crafting — | [Materials] —

Machine ■リミ: yi yi si 3 tu ba i ba yi ソ求4

入手 Treasure 望鏡's Tomb (→P406)

●アムムータ゚メヘ>Weapon

0400 Light Emperor Sword イエラシウス 剣
Purchase price Sell Price — Equipment
Physical: 800 Magic Attack: 700 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Light Synthesis — Material —
Skill ■ Teamwork ■ Shining
入手 Treasure · Bōsen's Tomb (→P404)

04 Spirit Sword クリyou 剣
Purchase price Sell Price — Equipment
Physical Attack Special Magic Attack Special Physical Defense Magical Defense Agility —
Attributes: Fire Earth Medicine Synthesis — [Materials —
スキル ■ワンコンボ"アン" ■ワンコンボ"ドゥ" ■ワンコンボ"トロワ"
Night Demon Sword (4)j (→P342)

044 Crimson Lotus Sword Talent So
Purchase price Sell Price — Equipment
Physical Attack Bonus | Ma Physical Defense Magical Defense Agility —
Attribute: Fire Nanas Garden et Synthesis — Materials —
Skill ■ Combo Plus 3
Li San "Demonic Engraving (4)" (→P342)

04 Ancestral Great Sword 剣
Purchase price Sell Price 150 Equipment
Physical Magical Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Synthesis — Material —
スキル ■ You one return of one ネーズ
入手 "Demonic Sword (4)" (→P342)

03 Yixi Ku 又 Axe
Purchase price 780 Selling Price 390 Equipment Strength
Physical Attack 85 Magical Attack Physical Defense Magical Agility —
Attributes Fire Earth Wind Water Synthesis — Material ○
Skill: Critical Guard
入手 Shop ブワ·ト Si (→P182), Treasure ヤイコ Ruins (→P167)

0500 Kusaikui 又 Axe
Members 1700 Sell Price 850 Equipment Strength
Physical Attack 44 Magic Attack — Magic Defense Agility —
Attributes: Fire Earth Courtyard Synthesis — Material ○
Skills ■ Backstep ■ Evasion
Staff Shop: Talent Card (→P188), Bolieru Request Ku5 ム (→P184)

2759 Strength Axe
Buy value 1120 Sell value 560 Equipment
Local government 96 Magic Attack 20 Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Synth Sun — Materials —
Skills Magic Guard Good Job
Human shop Ichii (→P174), Treasure HiE (→P171)

0154 オーガアックス+1 Axe
Purchase price Sf 1125 equipment
Physical ATK 10 Magical ATK Physical Defense Magic DEF Agility -10
Attributes: Fire, Earth, Wind, Water, Light, Dark P529 material —
Great Sword イテム kou1 1ouo ピリ
Obtainable: Only via synthesis

0141 メリクリuo Sword
Shop — Sell Price — Equipment
Physical Attack: 450 Attack: 450 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Refreshing Synthesis | Materials —
Steak C
入手 Treasure: One Branch (→P281)

05 Pitchfork Sword
買値 — | Sell P — Equipment
Physical Attack: 550 Magic Attack Physical Defense Magic Defense Agility —
Attributes: Fire, Earth, Wind, Water, Light Synthesis — Materials —
ス Chi —
入手 "Demon Sword (1)] (→P324)

0145 ナナツサヤ Sword
Purchase price | Sale Price 150 Equipment
Physical Attack 640 Critical Attack 600 Physical Defense Magical Agility —
Attribute: Fire Earth Wind Water Back and forth Synthesis — Material —
ス Mac
入手 Treasure: Tomb of the Hope Mirror (→P398)

0147 ハンドアクス Axe
Purchase 580 Sell Price 290 Equipment
Physical Attack 58 Magic Attack Physical Defense Magical Defense Agility —
Attributes: Fire, Earth 水 光 闇 Synth — Materials —
Skill: ■ Recovering Evasion
Blue Shop · Bayuan Yuan (→P162), Zou Cai (→P164)

0149 グレートアックス+1 Axe
Purchase price Sell Price 495 Equip Strength
Physical Attack 101 Magical Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Synthesis P527 Materials —
Skill: Critical Guard ■ Defend Well Guard
Acquisition: Can only be obtained through synthesis

0151 ウォーアクス+1 Axe
Purchase Sell Price 900 Equipment Strength
Physical Attack 154 Magic Attack Physical Defense Magical Agility —
Attributes: Fire, Earth, Wind, Water, Dark P528 Materials —
Skill ■ Backstep ■ Step Away ■ Compatir
Obtainable: Only via synthe

053 How long for just one hou Axe
Buy value 1500 Sell value 750 Equipment
Physical Attack 140 Magic Attack Physical Defense - Magic Defense 敏捷 -10
Attributes Fire Earth Wind Storm Refreshing Taste Materials ed P528
Skills ■ Item Throw ■ Axe Up
Old shop, Cai Yika (→P188)

0155 クレセントアックス Axe
Purchase price Sell price 1400 equipment
Geo administration 182 Magical ATK Physical Defense Magic DEF - Agility —
Attributes: Fire, Earth, Wind, Sto Combine P530 Materials ○
Skill ■ Pain Reflect ■ Passive Safe
Hand Treasure: 77 mouths and down (→P203)

0156 クレセ Exter Class 2 +1 Axe
Purchase price — 売値 1700 Equip ユ
[Physical ATK 214 Magic ATK Physical Defense Magic — Agility —
| Element Fire Earth Wind Water Refreshing Taiwan server P530 Materi —
Skill ■ Pain Reflect Passive Safe Un-elemental
Obtainable: Only via synthesis

0157 クリムゾンアックス Axe
買値 — Sell Price 3780 Equipment Strength
Physical ATK 400 Integrity 100 Physical Def Magic — Agility —
Attributes: Fire E 水 光 Net Synthesis P533 Materials ○
Skill Combo Crimson Lotus■ Spirits
Yellow Blue Jewel · Manor of Corruption (→P232)

0158 クリムゾン アKuヌ+1a Axe
Purch — Sell Price 4250 Equipment Strength
Physical Attack 430 Magic Attack 00 Physical Defense Magical Defense Agility —
Attributes Fire Earth All Water Pickup Shells Materials ○
Left shift Combo Eight hits only then one diagram work evening扎Technique one
Obtainable: Only via synthesis

0159 クリムゾン アKu7+18 Axe
Purchase price | Sell price 4250 Equipment Strength
Physical 430 Magic Attack 00 Physical Defense Magical Defen Agility —
Attributes Fire Earth Water Light Synthesis P534 Materials —
Skill Crimson Lotus Consume At Fatal Bonus 2
Acquisition Obtainable only by synthesis

060 Development 大儿 Axe
Member 4200 Tod 2 00 Equipment Strength
Physical 288 Magic Attack 00 Physical Defense Magical Defense Agility —
Attributes Fire Earth 夏 Eternal Light Synthesis — Material ○
Skill Magic Guard ■ Magical | Regist
Child Shop: One hit force (→P216)

0161 ザグナル+1α Axe
Purch — Phone 2650 Equipment Strength
[Physical Atk 330 Magic Atk 0 Physical Def Magical Defense Agility —
Elemental: Fire Earth Wind Wat Synthesized Gen P532 Materials —
Skills: Magic Guard■Magical 2■In Elemental
Obtainable: Only via synthesis

0162 +1ザグナル Axe
| Buy Value — 売値 2650 Equipment Strength
Physical Attack 335 Magic Attack 00 Physical Defense Magic Defense Agility —
Attributes Fire Earth Wind Water Light Dark Fac Materials P532 —
Skill: Magic Guard, Resist 2, Un-Elemental
Acquisition: Obtainable only by synthesis

00G3 Add So ガ Axe
買値 3500 売値 1750 Equipment ユ
Physical Attack 224 Magical Attack Physical Defen Magic Defens Agility —
Attributes Fire Earth Wind Water Light Hidden | Materials ○
Fro 北 | Another child one ツ エ child book one card
入手 Shop only card No.63 ~(→P188)

0164 カリンガ+1 Axe
| Buy Value — Selling Price 1900 Equipment ユ
Physical ATK 244 Magical ATK Physical Defense 16 16 Agility —
属性 火 地 風 水 光 闇 Combine P530 [Material] —
スキル ■ガーディアアーツ ■ウェルガード ■ガードリフレクト
Obtainable: Only via synthesis

0165 Son only Axe
Phone 5200 SE 2600 値 Equipment Strength
Physical Attack 322 Magical Attack Defense Magical Defense Agility —
Attributes: Fire Earth 水 光 Mou Synth — Materials ○
Skill Combo Plus ■ Fatal Exceed
Large Shop: <Yu Yu (→P222)

0166 セルティス+1α Axe
Purchase price 売値 3100 Equipment Strength
物攻 360 Magical Attack Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Refreshing Synthesis P532 Materia —
Skill Combo Plus ■ Fatal Exceed ■ Evasion 2
Obtainable: Only via synthesis

0167 セルティス+1β Axe
Shop — 売値 3100 Equipment Strength
Physical Attack 350 Magical Attack 30 Physical Defense Magical Defense | Agility —
Attributes: Fire, Earth, Wind, Refreshing, Combined P532 Materials —
Skills: ■Combo Plus, Evasion 3■Efficient
Obtainable: Only via synthesis

0168 Twenty-one Axe
Purchase price — 売値 5000 | Equipment Strength
Physical ATK 4 Magical Attack Physical Defense Magical Defense Agility —
Attribute Fire Earth Four mouth Ten 成 P536 Materials ○
Senior class キャ Place ヌ2 Eleven mo-72
Hands Treasure multiple talents (→P247)

0169 +1 マサカリクリヴァー Axe
Purchase price — 売値 6500 Equipment Strength
Physical ATK 500 Magical ATK Physical DEF 20 Magical DEF 20 Agility —
Attributes: Fire Earth Wind Refreshing Combined P536 Materials —
Skill ■Cancel Plus 2 ■Limits Bonus | Invalid Attack
Acquisition: Obtainable only through synthesis

0170 マサカ 07 +1ßl Axe
Purchase price 言 fi 6500 Equip Strength
Physical Attack 490 Magic Attack Physical Defense 24 Fragility Defense 24 Ad
[Element Fire Earth Wind Storm Refreshing 合 P536 "Material
Table Twelve Sons ヌ2 Request One ナ72 of Fan ク リミッ バリッド
Acquisition: Obtainable only by synthesis

0171 1-タ ル Axe
Purchase Price | Sell Price 6900 Equipment ユ
物攻 490 Magic Attack — Physical Defense Magical Agility —
Attribute: Fire Earth Wind Water 合 P537 Material ○
Skill Combo Plus 2
入手 Treasure/7 Child Ice Blade Sea (→P258)

●アムーダ/メヘ Weapon

0172 タバール+1α Axe
Purchase price — Ring 7250 Equip ュ
Physical Attack 500 Magic Attack — Magical Defense Agility —
Attributes: Fire, Earth Refreshing ュ P537 Materials —
Skill Combo Plus 2 Immunity ■ Life Heal
Obtainable: Only via synthesis

0173 タバール+1β Axe
Purchase Price — Sell price 7250 Equip ュ
Physical ATK 500 Magical ATK | Physical Def Magical Defense Agility —
Attributes: Fire Earth Wind Water Light Mountain. Synthesis P537 Materials ○
Skill Combo Plus 2 ■ Effective ■ Mental Heal
Acquisition: Obtainable only through synthesis

0174 バルディッシュ Axe
Friend 16000 売値 8000 Equipment 1. Strength
Physical Attack 530 Magic Attack 50 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Synthesis P537 Material ○
Tianni ■ Already on 2又y2 ィ ■ ピリッ
入手 店·ザーフィアス No.124～(→P263)

0175 バルディッシュ+1 Axe
Purchase price — Sell Price 9000 Equip 1. Strength
Physical ATK 550 Magical ATK 50 Physical DEF | Magic Defense Agility —
Element: Fire Earth Wind Water Combine P537 Materials —
Heavenly Mud ■リミッツ2 ■バイタリティ3 ■スピリッツ3
Obtainable: Only via synthesis

0176 ボーンスラッシャー Axe
買値 25000 売値 12500 装備 1. Strength
Physical ATK 650 Magical ATK Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water Synth Refreshing Material ○
Medical TESTPM
入手 店·ダングレスト No.132～(→P192)、ノードポリカ No.136～(→P217)

0177 ボーンスラッシャー+1 Axe
Purchase — Light 15000 Equipment 1. Strength
Physical ATK 685 Magical ATK — Physical DEF | Magical DEF Agility —
Element: Fire Earth Wind Water Light Sun Combined P539 Materials —
Machine TPS2 TPM2
Acquisition: Obtainable only by synthesis

0178 バハムートティア Axe
買値 29000 fi 1 500 装備 1. Strength
Physical Attack 680 Complete Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Alcohol Combined P539 Materials
Muscle ■5781 ○ ■1 ○ Child
Special Shop, Talent Two Talents (→P286), Treasure K One (→P280)

0179 バハムートティア+1 Axe
Purchase price — Super 16000 Equipment 1. Strength
Physical Attack 699 Magical Attack Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind/Water, Light P539 | Materials —
Performance 5 examples 5 7 187 ○ 2 pictures 1 ○ Child
Obtainable: Only via synthesis

0180 ガイアクリーヴァー Axe
Large 9000 克 4500 Equip 1. Strength
Physical attack 20 Magic attack 25 Physical defense Magical defense Agility —
Attributes Fire Earth Wind Water Light Aura Synthesis Material —
Skills: Fierce, Retsushin (Raging Shock), Enduro
Hand shop ルソ (→P243), Treasure · Forest of Craft (→P240)

CE kou ミノタウ Axe
買値 7100 売値 3550 Equip Strength
[Physical attack 390 Magic attack Physical Defense Magical Defen Agility —
Attributes: Fire Earth Wind Water Synth Sun — Materials ○
Skill ■Cancel Plus■Effective
Household expenses No.88 (→P192), Ikkarik No.136~(→P217)

0182 +1 ミノタウロス Axe
| Purchase value Stefi 3700 Equipment Strength
[Physical ATK 415 Magical ATK Physical DEF Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water Combined P533 Materials —
Skills ■Cancel Plus ■Effective ■Limiter
Obtainable: Only via synthesis

0183 Foreman Axe
Forest 38,000 売値 19000 Equipment Strength
Physical 50 Magical ATK — | Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Recovery Synthesis Materials ○
Skills ■Medical Smash ■Burst Keep
电容店,才ルニオ(→P286)

0184 シルバーエッジ+1α Axe
Purchase price Mori 20000 Equipment Strength
Physical Attack 760 Magical Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light P539 Material —
Ten ール ■メ Child ヌＹ Map 81171er Worker ヌ■ナーヌ
Obtained: Only obtainable through synthesis

0185 9981 Worker Minor +18 Axe
Purchase — Quality 20000 Equipment Strength
Physical 60 Magical Attack Physical Defense Void Defense Agility —
Attributes: Fire, Earth, Wind Taiwan-style P539 |Material| —
Skills: ■Medical Smash ■Burst Keev ▮ Gambling Appeal
Obtained: Only obtainable through synthesis

0186 27イ二テ Axe
Purchase price Phone 35,000 Equipment Strength
Physical Attack 820 — Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water Synthesis — Materials —
Ten ール ■ウィー Gong Xi Yi Shi Er
Person "Big left voice calls people to hit (→P338)"

0187 Rice Art Support Axe
買値 — Sell Price — Equipment Strength
物攻 600 Magic Attack — Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Synth Open Materials —
Skill —
入手 Treasure Talent Forest (→P160)

0E3 Furious Axe Evening Art ラシ ラス Axe

Purchase price | Sell Price Equipment Strength

Physical Attack Bonus Attack Spe Physical Defense Magic Defens Agility —

Attributes: Fire Earth Wind Synthesis — | Materials —

Heaven アタック Child Eleven Twenty-one Next One Child One ジ

入手 [Demon Sword (4)] (→P342)

C190 Broad Talent One Eight Ku +1 Spear

Purchase price — Sell Price 1600 Equipment ジ

Physical 1 Magical Attack Physical Defense — Magical — Agility —

Attributes: Fire, Spark, Wind, Refresh Synthesis Mater —

Heaven Mechanism Eight One One Ku One Spoon One Spoon One Figure Evening One

Obtainable: Only via synthesis

019215 Outside

Item 3600 Sell Price 1800 Equipment ジ

Physical Attack 266 Magic Attack Physical — Magical Defen C 55

[Attribute: Fire, Earth, Wind, Stor Synthesis Refreshing] Materials —

Skills ■ Aerial Jump ■ Aerial Force ■ Attack Feint

入手 Shop: Strengthen once (→P216), Treasure: Item No. 1 (→P212)

09 Wide Talent 186 Spear

Purcha — Silver 2250 Equipment ジ

Physical Attack 290 Magic Attack Physical Defense Magic Defense | Agility —

Attributes: Fire, Earth, Wind Synthesis P531 Material ○

Skills: ■Aerial Combo Plus ■Lose/Loose-less Soul ■Cross Counter

入手 Treasure: Card Throat Equipment (→P220)

C196 Guangcai 1,810,000 So +1B Spear

Purchase Price 売 fi 2500 Equipment ジ

Physical 30 Magic Attack Physical Defense Magic Defense Agility —

Attributes: Fire, Earth, Wind, Wa Synthesis P532 Materials —

Skill ■Aerial Combo Plus ■ Magical 2TP Recover

Obtainable: Only via synthesis

0198 デフ Twenty pieces Spear

Purchase price Weight 4000 Equipment ジ

Physical Attack 390 Magic Attack 20 Physical Defense Magic Defense Agility —

Attributes: Fire Earth Wind W Combine P534 Mater —

Skill Combo Plus ■ Cancel Plus Condition Guard

Manpower Operation (→P237)

0200 Yu Wei

Purchase price Sef 3000 Equipment ジ

[Physical Attack 55 Magical Attack Physical Defe Magi Defens Agility —

Elements: Fire Earth Wind Storm Refreshing Gold Paralysis P5 Material —

Skill ■ Aerial Arts 3 Jump Cancel Raging Quake

Obtainable: Only via synthesis

0202 Eso Outside Spear

Purchase price 売 fi 5000 Equipment ジ

Physical Attack 85 Magic Attack Physical Defen Magic Defense Agility —

Attributes Fire Earth Refreshing Ten P536 Materials —

Skill ■ Aerial Arts 3 Jump Cancel Retsu

Obtainable: Only via synthesis

0189 Hirotaka 18 Ku Spear

Price 2900 Sell Pr 1450 Equipment ジ

Physical Attack 180 Magic Attack Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Light; Combination Mater ○

Skill: ■Backstep Passive Safe ■ Image Training

Acquired: Judith starting equipment

C01 Eight One Below Inspiration

Purchase price Sell Price 1700 Equipment ジ

Physical Attack 248 Magical Attack Physical 16 Magical Defense Agility —

| Attribute: Fire, Earth, Wind, Water, Light, Dark Total P530 Materi —

Skill: Spear Defense Resist ■ Burst Force

Manual: Treasure • ×7 days or less (→P205)

Figure 1: Ku-gyu 1 シ Spear

Purchase price — 売値 2750 Equipment ジ

Physical Attack 323 Magic Attack Physic Magic Agility 5

Attributes: Fire Earth Wind Storm Refreshing Synthesis P532 Materials ○

Leader ■ エアリ Second-generation 動力之 バ Card

Persona: Found in the desert (→P224)

0195 Wide Talent 181 万ソ+1a Spear

Purchase Value a 2500 Equipment ジ

Territorial Policy Magic Attack Physic Defense — Agility —

Attributes: Fire, Earth, Wind, Water, Light, Surface, Mixed P532 Material

Skills: ■Aerial Combo Plus ■Strength 2 HP Recover

Acquisition: Obtainable only by synthesis

0197 ゴ Hanxi Spear

Purchase price 売 fi 5000 Equipment ジ

Physical Attack 452 Magic Physical Defense Magic Defens Agility —

| Attributes: Fire Earth Wind Water Fresh Synthesis P536 Materials ○

Sky Light ■ Child-ヤ3 ■ディフェンド 2 observation places 2

Handheld treasure obtain death ō (→P252)

0199 Peace テンゲキ Spear

Purchase price 売値 4500 Equipment ジ

Physical Attack 222 1 Magic Attack 20 Physical Defense Magical Defense Agility —

Attributes: Fire Earth Light Return Synthesis Materials —

Heaven Motion Power — see Figure 8 Row 2 ×2 ビリッ

入手 Treasure Genius (→P247)

02011 Hachi Hisashi Spear

Purchase price 売値 6250 | Equipment ジ

Physical Attack 480 Magic Attack Physic Magical Agility —

Attributes: Fire, Earth, Wind, Storm Combined Paralysis P537 Materi —

Skill ■ Special Un-Elemental ■ In-Elemental

入手 Treasure 米海 (→P258)

0203 Years Spear

Purchase price 売値 27500 装備 ジ

Physical Attack 45 Magic Attack 400 Physical Defense Agility 70

Attributes Fire Earth Wind Total P539 Mater ○

Skill ■Landing Evasion 3

入手 Treasure Evening Child Plus (→P290)

● Shēngsī Yīxī / Wēi Weapon

0204 Shēng Èr'er +1
Spear
Purchase price | Price 32000 Equip
Physical ATK 758 Magic ATK 420 Physical DEF Magic DEF Agility —
Attributes: Fire Earth Wind | Synthesis P539 Materials —
Imbued with Five Elements of Evening and Eight Benevolences of Ice HP
Obtainable: Only via synthesis

0206 シヴァ
Spear
Purchase — | Selling price 3 00Equip
Physical Attack 335 Magic Attack Physical Defense Magical — Agility —
Attributes Fire Earth Wind Water Light Dark | Synthesis P532 | Material —
Large Group エア 2 ス 2 Spread | Water Dust
Obtainable: Only via synthesis

0203 1 three people + 1a
Spear
Purchase price — | Child 10500 | Equipment
Castle 588 Magic Attack | Physical Defense 25 Magic Agility se —
Attributes Fire Earth Wind Palatable Hemp P539 Materials —
Skills ■Cancel Plus 2■Aerial Canceller■Life Heal
Acquisition Obtainable only by synthesis

0200 Mouth So half ヌヌ
Spear
| Buy Value — | New Item 13500 Equipment
Physical Attack 655 Magical Attack — Physical Defense Magical Defense Agility —
Elements: Fire, Earth, Wind; Crisp Texture; Numbness Resistance? P539 Materials
Skills: ■Aerial Combo Plus 2 ■Strength 3 ■Aerial High Canceller
Hands-on Treasure • Craft ル一三二 (→P278)

0212 ゲイボルグ+1α
Spear
Purchase price | Phone 23000 Equipment
Physical 20 Magic Attack | Physical Defense Magical Defense Agility —
Elements: Fire Earth Wind Storm Combine P539 Material —
Skills: ■Escape Jump■Pain Reflect■Limits Bonus
Obtainable: Only via synthesis

02 04 - 1 Ku
Inspection
Purchase price | Child 35000 | Equipment
Physical Attack ZZ0 Magic Attack Physical — Magical — Agility —
Attributes: Fire, Earth, Wind, Wa Synthight — | Material —
Skill ■ Aerial Combo Plus 3 | Aerial Armor
入手 「ブリューナク(3)」(→P336)

C2G Dragon Robe ラグネ
Spear
Purchase — | Sell Price — | Equipment
Physical Attack 850 Magic Attack Physical Defense Magical Defense Agility —
Attribute Fire Earth Wind Storm Synthing — | Materials —
Pickup/Drop-off 88189181 Factory No.2 |
Blue Jewel · Tomb of the Hope Mirror (→P402)

DEE Prison Sand Gun Handm
Spear
| Buy Price — | Sell Price — | Equipment
Physical Attack Special Magic Attack Special Physical Defense Agility —
Attribute 地 Wind Water | Synthesis — | Materials —
Skills ■ Burst Keep ■ Limits Plus
Yoshi "Demon Sword (4)] (→P342)

B Shi
Spear
Purchase price | Er 000 | Equipment
Physical ATK 830 Magic ATK 00 Physical — Magic DEF — Agility —
Attributes: Fire Earth Wind W Synthesis P532 | Materials —
Violet エア | Crimson Lotus
Gave son a 2-hit attack
入手 Treasure: Great Deep Hollow Belt (→P379)

Four ヌ ナミ
Ten
Purchase — | 売値 10000 Equipment
Physical 575 Magic Attack | Physical Defense Magical Defense Agility —
Attributes Fire Ear 水 光 闇 | Taiwan P539 | Materials ○
Skill ■Cancel Brass 2■Good Job
People Treasure, cut less than not fall palace (→P267)

0209 デュナミス+1β
Spear
Purchase price | 売値 10500 Equipment
[Phys: Atk 588 Travel Atk | Physical Defense Battle Defense 25 Agility —
属性 火 地 風 水 光 闇 | Combine P539 Materials —
Light Ice 果実エ晃一ダール | アリフ キャンセ ルヒ
Acquisition Obtainable only by synthesis

Four-part technique hair transformation
Spear
Buy 35000 | 売値 17500 Equipment
Earth 680 Magical Attack — Physical Defense Magic Defense — Agility —
Elements Fire, Earth, Wind | Synthesis — | Material O
Skills: ■Escape Jump Lucky Spear
入手 Shop, Talent Child Two Talent Two (→P286)

0213 ゲイボルグ+1β
Spear
Purchase price | Ke 23000 Equipment
Physical Attack 720 Magic Physical Defense Magic Defense Agility —
Attributes: Fire, Earth, Wind, Water, Light, Dark | Material —
スキル ■エスケープジャンプ ■ガードリフレクト ■リミッツボーナス2
Obtainable: Only via synthesis

25 - 1 K Column Evening ル
Spear
Buy Price 8800 | Sell Price 4400 | Equip
Physical Attack 400 Magic Attack Physical Defense Magic Defense - Agility —
Attributes: Fire, Earth, Wind; Synthesis — | Mater —
Skills: ■Combo Plus ■Cancel Plus Status Guard
Person Shop three days/(→P243)

02 Handmade
Spear
Purchase — | Sell Price — | Equipment
Physical Attack 580 Magic Attack Physical Defense Magical Defense Agility —
Attributes: Fire Earth 光 闇 | Synth — | Material —
Skill —
Hands-on: 2 Generally changes overnight (2)](→P330)

02 7 Fte-ier
81
Strength
Purchase 640 | Sale Price 320 | Equipment
Physical Attack 62 Magic — Physical Defense Magical — Agility —
Attributes: Fire Earth Wind | Synthesis — | Materi ○
Skills ■ Critical
New Dragon Shop • Baer (→P162), Otsai (→P164)

0220 ウッドモール+1 ハンマー One Strength
Purchase price — | Sell price 350 | Equipment
物攻 77 Magic Attack — | Physical Defense — | Magical Defense — | Agility —
Attributes: Fire, Earth, Wind, Wat Net | Pool Ball P526 | Material —
Skills ■Critical ■Strength ■Attack Feint
Obtainable: Only via synthesis

0221 ヘヴィモ yī ěr again and again
Buy price 1380 | Sell price 690 | Equipment Strength
Physical Attack 172 Magic Attack | Physical Defense 0 Magic Defense | Agility —
Attributes: Fire Earth Wind Net | Synthesis — | Materials ○
Daiban Yipu Yitdo ス トレングス 2
Rendan Yield カブアワ74), 2A (→P182) カ

0222 ヘヴィモール+1 ハ Han Yi
Purchase price — | Sell Price 700 Equipment | Strength
Land Administration Magical Attack 物防 10 Magic Defense — | Agility —
Attributes Fire Earth Wind Water | Combine P527 Material —
Tenne Zipu Eleven-Evening ロスカウ Yui Ichika イ
Obtainable: Only via synthesis

0223 スパイクハンマー 81
Purchase price — | Sell Price 1650 Equipment | Strength
Physical Attack 211 Magic Attack Physical Defense Magic Defense Magic Defense | Agility
Attributes Fire Earth Wind Refreshing Taste Comb | Materials 530 ○
Skills ■ Attack Arts Charge ■ Pain Reflect
入手 Treasure・Me 7 days X below (→P205)

0224 スパイクハンマー+1α ハンマー
Purchase price — | Sell Price 2225 Equipment | Strength
Physical attack 300 Magic | Physical defense - Magic | Agility —
属性 火 地 風 水 光 闇 | Synthesis P531 | Materials —
Skills ■ Attack Arts Charge ■ Critical Break | Passive Safe
Acquisition Only obtainable through synthesis

0225 2 パイクハンマー+1β ハンマー
Purchase value Stefi 225 | Equipment | Strength
Physical attack 300 Magic attack Physical Defense Magical Defense | Agility —
Element Fire Earth Wind Water | 合 P531 | Materials —
Urgent ■フ ックフ ツ ジ ■ダ No. 812スト ■イミ ティ Yui - 11
Acquisition Only obtainable through synthesis

0226 アイアンハンマー 81
Buy Price 1900- Sell Price 950 | Equipment | Strength
Physical Attack 64, Magical Attack | Physical Defense Magical Defense | Agility —
Residence Fire Earth Wind Water | Synthesis | Material ○
Skill Charge Keep ■Recovering
Outside the shop, it snows again (→P191)

0227 アイアンハンマー+1 81
Purchase price — | Sell Price 1200 | Equipment | Strength
Physical Attack 192 Magical Attack Physical Defense Magical — | Agility —
Attributes Fire Earth Wind Water Refreshing | Combined P529 materials —
Sky Chart Eleven One Brand リカバリ 労圖イ一一二 years old
Obtainable: Only via synthesis

0228 ラ Sha-men ーーSo 81
Purchase price — | Selling price 4250 | Equipment | Strength
Physical 50 Magical ATK — | Physical Defense Magic Defense | Agility —
Attributes: Fire Earth Wind Water | Pick Up P534 Materials —
Mechanical Interaction マジ クエカ jar 一卡圖八八一エタル
入 Gold Treasure ム Mountain (→P234)

4-1nD ディフ ½タ ハンマー One
Buy Value — | fi 000 Equipment Strength
Physical Attack 47 Magic | Physical Defense 22 Guard Defense 22 | Agility
属性 火 地 風 水 光 闇 | Synthesis P536 Materials ○
Heavenly Secret: usable once per day only, [c
入手 haracters unclear] (→P253)

280-? -, a 81
Purchase price — | Sell price 7500, Equipment | Strength
Physical attack 499, Magic attack | Physical 44 Magic defense 4 | Agility —
Attributes: Fire, Earth, Wind, [unclear] 暴水爽口 See P536 Mat —
Heal スキル ■ Materials [unclear text] Obtainable only through synthesis

0 8 - ?7 ·18 again and again
Buy price — | Sell price 7500, Equipment | Strength
Physical attack 502, Magical attack | Physical defense 2, Magic defense 2, Agility
Attributes: Fire, Earth, Wind, [unclear] 暴水爽口] See P536 Materials
Ten スキル ■ one child 卫 one eight one square one down another yuan out
Obtainable: Only via synthesis

Dou er グルドリル Hachi So Mata Ichi
Purchase price — | Child 14000 Equipment | Strength
Physical Attack 677 Magical Attack | Physical Defense Magical Defense | Agility —
Attributes: Fire Earth Wind Water | Combined P539 Materials —
Skills: Breakdown ■ Strength 3 ■ Magical 3
入手 Treasure・Craft Origin 13 (→P278)

0233 Hachi I Shira Ichi ハンマー One
Purchase price — | Thai 12000 Equipment | Strength
Physical Attack 635 Magical Attack | Magic Defense — | Agility —
Attributes: Fire Earth Wind Water Light | Synthesis p.539 material ○
Heaven Return ■ One Child
Obtainable: Only via synthesis

0234 パイルドライバー+1α 81
Purchase price — | Price 15500 Equipment Strength
物攻 690 Magic Attack | Physical Defense 30 Magic Defense 10 Agility
Attributes: Fire Earth Wind | Rank B Synthesis p.539 material —
Medical View ■Unified ル■HP カ丫仁5Origin ル
Obtainable: Only via synthesis

0235 パイルドライバー+1β ハンマー
Purchase price — | fi 15500 Equipment | Strength
Physical Attack 690 Magic Attack Physical Defense 15 Fatigue 30 | Agility
Attributes: Fire Earth Wind Water Light Aura Synthesis p.539 material]
Urgent Unified ■ル■P 81 タル71 ル■
Obtainable: Can only be acquired through synthesis

0236 765kgハンマー 81

Purchase price | Sale Price — Equipment Strength

Physical Attack 65 Magical Attack Physical Defe Magical Defens Agility —

Attributes: Fire, Earth, Wind, Synthesis Light Hong Material —

Skill Heavy Weight

Person "Loves stimulation (→P337)

02 XUFO again ルハン again and again

Buy price — Child 37500 Equipment Strength

[Physical Attack: 815 Magical Attack 300 Physical Defense 50 | Agility 30 —

Attribute Fire Earth Wind Refreshing Taste Synthesis Materials —

Skill Charge Smash

入手 [艹·Mugen Slash] (→P352)

0283 Next 1981 81

Purch — Child 11000 Equipment Strength

Physical Attack 625 Magic Attack 00 Phys Magical Defense Agility —

Attribute Fire Earth Water Light Combine P539 Material ○

Skill Diffusion Water

Person Three Treasures·Shōyūfuru

02899 Next 8く⇒+1a One

— Child 2750 Equipment Strength

[Physical Attack 640 Attack 20 Physical Defense Magical Defense Agility —

| Attribute Fire Earth Wind Water Synthesis P539 Materials HP —

Sky No.3 Diffusion 71er1zi11 コンディション S

Acquisition: Obtainable only via synthesis]

0240 Next 98ンAgain+1B ハンマー

Purch — Children Ren 12750 Equipment Strength

Physical Attack 640 Magic Attack 120 Phys Magic Defen Agility —

Attributes: Fire Earth Wind Wa Synthesis 「P53 Material —

Child Water Dust Art once again one thousand one HP S2

Acquisition: Obtainable only through synthesis

0241 ゴールデンハンマー ハンマー

| Buy Price — K 27500 Equipment Strength

Physical ATK: 00 Magic | Physical DEF Magic DEF Agility —

Attributes: Fire Earth Nose Shrink-mouth Synthesis Materials —

Skills: Vitality 4 Mendal Defense Limit Plus

Person: Treasure Yuu(→P290)

0242 Add ソア 81

Purchase price Sell Price 260 Equipment Strength

Physical 50 Magical ATK Physical Defe | Withdraw Defe Agility —

Attributes: Fire Earth Wind Water Light Combine P528 Material ○

Skill —

Acquisition: Caryl's starting equipment

0248 Add ザンハン again +1 ハンマー

Buy Price - Sell Price 975 Equipment Strength

Physical ATK 1 | Magic ATK | Physical DEF Magical Defense Agility —

Attributes: Fire Earth Wind Storm Refreshing Combined P528 Material ○

Tenshi View Eight years old one ku only one spoon eleven

Acquisition: Obtainable only through synthesis

0244 ヒノタ 81 81

Purchase price — Sell Price — Equipment Strength

Physical ATK 900 Magic ATK Physical — Magical Defense Agility —

Attributes: Fire Earth Wind Water Synthesis Refreshing Material —

Skill Critical Keep

入手 Treasure: Grave of the Hope Mirror (→P406)

0245 STRイ Staff

Buy 3400 Sell Price 1700 Equipment ジ

Physical Attack Magical Attack Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Sto Synthesis Refreshing Materials ○

Skills: Rod Defense, Magical Consum Attack

Shop Personnel Card No.63~ (→P188)

0246 Purchase Value スタッフ Staff

Shop Price — efi 1900 Equipment ジ

Physical 77 Magic Attack 00, Physical Defense Magic Defense Agility —

Attributes: Fire, Earth, Wind, Water See "Synthesis" P531 for materials —

Master consumes TP コンディション STPM

Obtainable: Only via synthesis

0247 Use three lower powers once Staff

Purchase 7000 | Sell Price 3500 Equipment ジ

Physical 380 Magic Attack Physical 20 Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water Synthesis, Refreshing, Materials Mouth

Ten Book One child 平木又 One again クエ child book One card

Person Shop Three yuan (→P243), Treasure • at Mountain (→P235)

0243 Twenty-ペント evening ッフ Staff

Purcha — Stefil 4400 Equipment ジ

[Physical Attack 40 Magic Attack Physical Defense Magical Defense 敏捷 100

Attributes: Fire, Earth, Wind, Water, Light P534 Materials —

Skill Item Throw Fatal Bonus Sale

Obtainable: Only via synthesis Combine

0249 Many シ ジ Staff

Purchase price Selling Price 4000 Equipment ジ

Physical Attack 415 Magic Attack Physical Defense Magic Defense Agility —

Attributes: Fire, Earth, Wind, Storm Combine P534 Materials —

Sky Sword Mouth One Worker Ta Child One Ten ㄨ2 Guan Junmin

Acquisition: Obtainable only through synthesis

0250 7 Yuan Yiyikルジ Staff

Member 4900 Seli 2450 Equipment ジ

Physical Defense 299 Magic Attack Physical Defense Magic — Agility —

Attributes: Fire Earth Wind Water Synthesis — [Materials] —

Heaven's Eye ツ TP コンディション S2 TP コンディション M2

入手 店 Yuyu (→P222)

0251 Next ス Staff

Purchase price — Sell Price 3500 Equipment ジ

Physical Attack 360 Magic At | Physical Def Fatigue 25 Agility —

Attributes: Fire, Earth, Wind, Crafting P534 Materials ○

Skill Combo Plus Cancel Plus Limiter

入手 Equipped when Qin Tian rejoins (No.95)

25 Eight Outeマ
Shell 3000 Sell Price 6500 Equipment Staffジ
Physical Attack 59222 Magical Attack Magical Defense Agility —
Attributes Fire Earth Wind Cool Taste Synthesis P537 Material ○
Skills 🟩Aerial Pack 🟩Efficient
入手 店・ザーフィアス No.124～(→P263)

Park Hachisō So67+1
Purchase price |Sell Price 7250 Equipment Staffジ
Physical Attack 538 Magical Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind P537 Material ○
Skill ■Aerial Back 🟩Aerial Dash
Acquisition: Obtainable only through synthesis

0254 Hachi Art 967 Divination+2a
Purchase price Child 12000 Equipment Staffジ
Physical Attack 655 Magical Attack Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water Pick Shells P539 Materials —
Skills ■ Aerial Dash ■ Defend 3 ■ Life Up
Obtainable: Only via synthesis

0255 Ba Zao 67 down +28
Purchase price child 12000 Equipment Staffジ
Physical Attack 655 Magical Attack Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Total P539 Field Medicine Materials —
Skills ■ Aerial Dash ■ Resist 3 Mental Up
Obtainable: Only via synthesis

0256 Cai Er Yuan Xi Suction
Purchase value Child 16500 Equipment On Rodジ
Physical Attack 675 Magical Attack Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Taiwan Server P539 Material ○
Skill: ■Touchdown ■ Rod Economy
Handheld Treasure Kissei (→P280)

0257 Talent Yuan Xi Er 7+1 al
買値 — 売値 16500 Equipment Staffジ
物攻 685 Magical Attack Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Light Aura Combined P539 Materials —
Skill: ■Touchdown Eight Examples 3 Hundred Million He Xi Ku
Acquisition: Obtainable only by synthesis

0258 Talentディ+1 β
Purchase price Child 16500 Equipment Staffジ
Physical Attack 685 Magic Attack Physical Defense Magic Defense Agility —
Attributes Fire Earth Wind Water Synthesis P539 Material —
Skills ■Touchdown■Spirits 3 Invalid Magic
Obtainable: Only via synthesis

02850 10-2 So ホ
Electricity 22500 売値 11250 Equipment Staffジ
Physical Attack 642 Magic Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Synthesis — Material ○
Tianni ■7エOVL ■Eso 50
入手 Outside Shop No.1232~(→P192), Card No.136~(→P17)

0260 1 22 So-So+1 ホ
Purchase Value — Child 13750 Equipment Staffジ
Physical Attack 660 Defense Physical Defense Magic Defense | Agility —
Attributes: Fire, Earth, Wind, Water Guild Hall P539 Materials —
Skills: ■ Aerial OVL ■ Life Reverse ■ Effective
Obtainable: Only via synthesis

02611 1 201 So 1 So+1B
Purchase Value 売 13750 Equipment Staffジ
Physical Attack 660 Magic Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Ying P539 Materials —
Tianni ■Zル OVL5 Yi Ba YiX2 Sa Er Tian Yi
Obtainable: Only via synthesis

0264 Kロス
Purchase price Gald 25000 Equipment Staffジ
Physical 780 Magic Attack 300 Physical Defense Magic Defense Agility —
Attributes Fire Earth Wind Water Synthesis — Material ○
Heaven ■ エアリアルジャンプ 2 ■Shiori3
入手 "++Infinite Slash" (→P352)

0263 カドケウス+1
Purchase price Green 30000 Equipment Staffジ
Physical 50 Magic Attack 350 Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind L Synthesis P539 Materials —
Skills ■Aerial Jump 2 Recall ■HP Condition S
Obtainable: Only via synthesis

0264 デ ox ズ Head
| Buy Price — | Ketsu — Equipment Staffジ
Physical Attack 680 Magic Attack Physical Defense Magical Defense Agility —
Attribute: Fire, Earth Water Light Wrath — Material —
Skill ■Temptation
Person "Loves stimulation" (→P337)

0265 X only
Purchase price Sell Price 400 Equipment Staff工
Physical Attack 45 Magic Attack G2 Physical Defense Magical Defense Agility —
Attributes Fire Earth 水 光 P526 Materials —
スキル ■マジックガード ■クリティカルガード ■ウェルガード
Obtainable: Only via synthesis

0266 ワンド
Buy Price 490 Sell Price 245 Equipment Village
Physical ATK 30 Magic ATK 22 P — Magical Defense Agility —
Attribute: Fire Earth Wind Water Synth — Material ○
Skill: Magic Guard
Shop: Human Shop・テイト之砦 (→P158), 八ル八 (→P1

0267 Mao 12 years 7 evening 1
Buy Price 1200 Sell Price 600 Equipment Staff工
物攻 71 Magic ATK 105 Physical DEF — Magical Defense Agility —
Attribute: Fire Earth 水 光 Synthesis — Materials ○
Skills: ■Recovering ■Vitality
Shop: Ate Shop・Strength: 一ル (→P174)

●アルムーダメ乀>Weapon

0268 Mao yi er sui ヌ xi +1

Purchase — | Sell price 700 Equipment Village I

Physical Atk 9 Magic Atk 110 Physic — Magic — Agility —

Attributes: Fire Earth Wind Water Dark Hall Combined Material —

Skills ■ Recovering Passive-Safe ■ Enduro

Obtainable: Only via synthesis

0269 Wen dai yi da mu er ソ

Purchase price — 売値 1600 Equipment Staff I

Physical ATK 140 Magic ATK 148 Physic Magical Defense Agility —

| Attributes: Fire Earth Wind Water Synthesis P530 Material ○

Skill ■ Medical Boost

入手 Treasure • Me77 Mouth Below (→P204)

1 Generation one large and small child so-

Purchase price Zhang Ren 2100 Equipment Staff Work

Physical ATK: 10 Magic ATK: 188 Physical DEF: 10 Magical D Agility —

Attributes: Fire Earth Wind Water Synthesis P531 Material —

スキル ■メディ Son comparison step-by-step diagramming process

Obtainable: Only via synthesis

0271 ウィザーズホルン+1β

Buy value - Child 2100 Equipment Staff I

[Physical Attack 180 Magic Attack 188 Physical DEF Magical Defense Agility —

Attributes: Fire Earth Wind Refreshing Numbness P531 Material —

Skills: ■Medical Boost■Lovely Dog Un-Elemental

Acquisition: Obtainable only via synthesis

272 Bi⊓nF

Purchase — Sef 3500 Equipment Staff I

Physical Attack 24 Magic Attack 340 Physical Defense Magical Defense Agility —

Attributes: Fire Earth Wind Water Awani P533 Material O

Skill: Fierce Fierce Tremor

Shippō • Manor of Depravity (→P232)

0273 ルビーワンド+1α

Purchase — 売値 4100 Equipment Staff I

Item [Physical ATK 288 Magic ATK 30 Physical Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Ca P534 others] Materials —

n be obtained Great Class Fierce — obtained o

nly through synthesis

0274 ルビーワンド+1β

Purchase price 売値 4100 Equipment Staff I

Physical ATK 299 Magic ATK 365 Physical DEF Magical Defense Agility —

Attributes: Fire Earth Wind Water Synthesis materials P534 —

Skill: Retsushin (Raging Quake) Condition Guard Guard Extend

Acquisition: Obtainable only via synthesis

0225 Niso patch evening one

買値 — 売値 4000 Equipment Staff I

[Physical Attack 271, Opening Attack 365 Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light, P534 | Materials Compatible for Synthesis

Skills: Immunity ■ Fatal Exceed]

Person: Treasure ム Mountain (→P235)

0276 25?nF?丁ター+1a

Buy Price — Sell Price 5000 Equipment Staff I

Physical Attack 295, Magical Attack 395, Physical Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light, Dark, Compatible for Synthesis P534 Material —

Skills: ■ Vitality 2 ■ Life Up ■ Limits Bonus

Acquisition: Obtainable only via synthesis

0277 Ft グラン ブター

Buy Price — 引 fil 5000 Equipment Staff I

Physical Attack 285, Magical Attack 400 Physical Defense Agility —

Attributes: Fire, Earth, Wind, Wa Combine P534, Compatible Materials —

Tab スピリッツ 2■wuhxierzc72 ップ ■リミッツボ-

Obtainable: Only via synthesis

2 Evening one mouth down

| Purchase value Child 16000 Equipment Staff I

Physical Attack 50 Magic Attack 580 Physical Defense Magical Defense Agility —

Attributes: Fire Earth Wind Water Light Combine P539 material ○

Tight ■811 once work evening ten children

Hands Treasure ㎏ (→P281)

0279 スターロッド+1α

Purchase price New product 17000 equipment Rod I

Physical Attack 518 Magic Attack 544 Phys Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light, D P539 | Materials —

Description: ■da Yi Yi glass technique one down work evening one ten child 5 dead one er

Obtainable: Only via synthesis

0280 スターロッド+1β

| Buy Value — Tai 17000 Equipment Rod I

Physical Attack 518 Magic Attack 544 Physical Defense Magical Defense Agility —

[Attributes] Fire Earth Wind Water Light Source "Combined P539 Materials

Daban 811 Art Divination Work Xi 1 Ten Child Xi 71 ER

Acquisition: Obtainable only through synthesis

| 0281 BCF

Purchase Value Telephone 3000 Equipment Staff I

"Physical ATK 680 Magical ATK 680 Phy Magical DEF Agility —

Element Fire Earth Wind Water Mouth Synthesis Materials —

Skill Survive"

入手 "Proof of Succession (→P334)"

0282 エナジーワンド

Purchase price — Su 25000 Equipment Staff Work

Physical Attack 660 Magic Attack 660 Physical Magical Defense Agility —

Element Fire Earth Wind Water Refreshing Mouth Synthesis Materials —

Skill: Anti-Magic

Manpower Treasure Xi Er Kou (→P294)

| 028 FUKU0056

Buy Price - Sell Price — Equipment Staff Work

Physical Attack 550 Fragile Attack 550 Physical Magical Defense Agility —

Attributes Fire Earth Wind Water Refreshing Mouth Synthesis Materials —

スキル ■スリープモード

Consume TP "Stimulating Delight" (→P337)

0284 Mouth Belo
Staff
Buy price — 売値 11000 Equipment エ
Physical 50 Magic Attack 450 Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Wat Synthesis — Materials ○
Skill ▮ Special
Person Treasure • Qiefang Bulogong (→P269)

0285 ロッド+1
Staff
Buy price — 売値 12500 Equipment エ
[Physical Attack 25 475 Magic Attack Physical Magic Defense Agility —
Attributes: Fire Earth Wind Water Synthesis P539 Materials —
Talent ■スペシャル ■ストレングス 3 ■マジカル3
Obtainable: Only via synthesis

0286111 Servant
Staff
Purchase price |Sale Price — Equipment エ
Physical Attack 800 Magic Attack 500 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Light Mountain Synthesis Material —
Doctor ■88171ル2
Oulai •Infinite Slash] (→P352)

0 : Ba yi xia cai ba yi"
Rod
Purchase price — |Sale Price — Equipment エ
Physical Attack 690 Mei 40 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Lig Synthesis — Material —
Skill ■Recall Cast
入手 Treasure: Grave of the Hope Mirror (→P406)

0288 Twenty-ty 1
Belt
Purchase 640 売値 320 Equipment ゴ
Physical 42 魔攻 71 Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind, Sto Synthesis Refreshing Material O
Skill: Magic Guard
Qixi initial equipment, shops •ドヌオ (→P164)

0289 サッシュ +1
Belt
| Buy Price — Sell Price 400 Equipment ヱ
Physical Attack Magic Attack Physical Defense Magic Defense - Agility —
Attribute: Fire Earth Wind Refreshing TW server P528 materials —
Tianfeng! years old one child only one spoon one spoon one spoon one head
Obtainable: Only via synthesis

0290 マフラー
Belt
買値 920 Sell Price 460 Equipment ヱ
Physical ATK 56 Agricultural ATK 00 Physical Magic Defense Agility —
|Attributes: Fire Earth Wind Water Light Synthesis — Material ○
Skill ■ Backstep
入手 Shop カロム (→P182), Treasure • Gong7 Sankā Hill (→P171)

0291 マフラー+1
Belt
Purchase price — Sell Price 575 | Equipment ユ
Physical ATK 80, Magic ATK 4, Physical DEF | Magic Defense Agility —
Attributes: Fire, Earth, Wind, Water, Light 光 G P527 Material —
Skills: ■ Backstep ■ Image Training
Acquisition: Obtainable only through synthesis

0292 ‡Pa Bu Tian Xia
Belt
買値 1770 Sell Price 885 Equipment ユ
[Physical ATK 100, Integrity 145, Physical Def Magical Defense Agility —
|Attributes: Fire, Earth, Wind, Water 光 闇 Synthesis — Material O
Skill: Magic Well Guard
Store priority down (→P191), Treasure · Power something 5ム (→P185)

0293 ヨ Huaqi Erbu+1
Belt
Purchase — 売値 1350 Equipment ユ
Physical Attack 28 Magical Attack 182 Physical Magical Defense Agility —
Attributes Fire Earth Wind 光 Water Combine P529 Materials —
Machine ジックウ: Few power one card xi xi one picture one ル
Obtainable: Only via synthesis

0294 1ZFVヌeight once
Belt
Buy Price 1900 Sell Price 950 Equipment ヱ
Physical Attack 2 Magical Attack 155 Physical Magic Defense - Agility —
Elements: Fire, Earth, 水 Wind 闇 Synthesis — Materials ○
Skill Magic Critical
Friend News Shop: Talent F (→P188)

0295 IFU+1 スハーI
Belt
Buy Price — Sell Price 1425 Equipment ヱ
Physical Attack 92 Magical Attack 190 Physical Defense Magic Defense Agility —
Attributes: Fire Earth Wind Water Golden Hemp P529 Materials —
Skill ▮ Magic Critical ■ Magic Feint ■ Appeal 2
Obtainable: Only via synthesis

0296 Add ゴノキロク
Belt
Purchase price — 売値 2100 Equipment ヱ
Physical Atk 250 Magic Atk 245 Physical Def Magical Defense Agility —
Attributes: Fire Earth Wind Water Freeze P531 Material O
Tech ル ▮ cai yi ba yi ba er 2 you li er 2
入手 Treasure: ヌ's Throat Flute (→P220)

0297 カクゴノキロク+1
Belt
Purchase price — 売値 2750 Equipment ユ
Physical Atk 250 Magic Atk 360 Physical Def Magical Defense Agility —
Elements: Fire Earth Wind Storm Remembering Combined edition P532 Materials ○
スキル ■ Cai Yiba Yiba er2 You li er2 ■ Er yi ōu ōu 少ル
Obtainable: Can only be acquired through synthesis

0298 Yamaguchi Yū +2
Belt
| Buy Value — Sell Price 3700 Equipment ヱ
Physical ATK 299 Magic ATK 365 Physical DEF Magical Defense Agility —
Attributes: Fire, Earth, Wind, Medicine Merged P533 | Materials] —
Tech ル ▮ Cai Yiba Yiba er2 wan yiディアル ■スピリットアップ Down
Obtainable: Only via synthesis

0299 Ba yi gong wa so
Belt
買値 3800 Sell price 1900 Equipment ヱ
Physical Attack 20 Magic Attack 283 Physical Magic Defense Agility —
Attributes: Fire, Earth, Wind, Water Light Ring Synthesis Materials ○
スキル ne ■ xi bi yi ル ■レジ Next 2
入手 Shop Kaliri (→P216)

データ

Tales of Vesperia REMASTER PERFECT GUIDE

DATA

●ア 行ーダメヌヘ's Weapon

0300 Ba Yi Outer One ソ+1a Belt
Purchase price — Durability 3900 Equipment Ri
Physical 300 Magic Attack 370 Physical Defense 15 Magic Defense Agility —
Attributes: Fire Earth Win Gem Synthesis P532 Material —
Ten ■ Evening比ール TP コンディション M Guan Junmin
Obtainable: Only via synthesis

030 Ba Yi Work Outer One ソ+1B Belt
| Buy Value — Durability 3900 Equipment Ri
Physical 800 Magic Attack 30 Physical Defense Refreshing Defense 15 Agility —
Elements: Fire Earth Wind 水 光 闇 Combine P532 Materials —
Big ■ Eveningセール TPM2 Gale
Obtainable: Only via synthesis

0302 U2 down down Belt
Purchase price — Sefi 1500 Equipment Ri
Physical Atk 38 Magic Atk 195 Ph — Magical Defe Agility —
Attributes: Fire Earth Wind Wate Synthesis 530 Materials —
Skill Overspell Consume ■ Attack ■ Combo Magic
Elemental Gem •777 mouth (→P203)

0303 エヴァーブルー Belt
Purchase price — 売値 3700 Equipment Ri
Physical Attack 818 Magic Attack 32 Physical Defense Agility —
Attributes Fire Earth Wind 光 闇 Combine P533 Materials ○
Skill ■ Light Magic ■ Limits Bonus
Hands Gem ム Mountain (→P235)

0304 17 ーブルー+1α Belt
Purchase Value 売値 4500 Equipment Ri
Physical Attack 342 Critical Attack 400 Magical Defense Agility —
| Attributes Fire Earth Wind Wat Synthesis P534 Materials —
Peach Book Servant Again Ku Diffusion ■ HP 81
Acquisition: Obtainable only through synthesis

0305 エヴァーブルー+1β Belt
| Buy Value — Stefi 4500 Equipment Ri
Physical Attack 342 Critical Attack 400 Physical Defense Agility —
Attributes Fire Map Water Lig Gold P534 Material —
Desk Book Servant Again Ku Wat ■ Dust TP 81
Obtainable: Only via synthesis

0306 Transformation Ku Evening 1 Belt
Purchase Value Atk 49500 Equipment Ri
[Physical Atk 350 Magic Atk 5 Physical Def Magical Defense Agility —
属性 火 地 風 水 光 闇 Gold P536 Material —
Skill ■ Heavy Magic Good Job Combo Magic 2
Food: Treasure Genius (→P247)

0 cents デ! Belt
| Buy Value — 売値 6500 Equipment Ri
Physic 377 Magic Attack 440 Physical/Magic Defense Agility —
Attributes: Fire Earth Refreshing P537 Materi ○
Skill ■ Special ■ Spirits 2 ■ Fatal Exceed
Great Treasure Powersea (→P259)

0308 +1 サイケデリカ Belt
Purchase Value 売値 8000 Equipment Ri
[Physical Attack 394 Magic Attack 470 Physical/Magical Defense —
Attribute: Fire Earth Wind Wa Light Field P537 Materi —
Skill ■ Special Spirits 2 ■ Spell End
Obtained: Only obtainable via synthesis

0309 サイケデリカ+1β Belt
Purchase — Seli 8000 Equipment Ri
Physical Attack 04 Fragile Attack 465 Magical Defense Agility —
Attributes: Fire Earth Wind Light Total P537 Materials —
Arrangement シメム凡 ヌyy2 811 Branch
Obtainable: Only via synthesis

C Hankou ソ下天下 Belt
purchase value 売値 9500 装備 Ri
Physical Attack 魔攻 500 物防 — Magical Defense Agility —
属性 火 地 風 水 光 闇 合成 P539 Material ○
スキル ■スペルキープ ■マジカル 3
入手 宝・ザウデ不落宮(→P270)

0311 デスコントラスト+1 Belt
Shop — 売値 12000 装備 Ri
物攻 444 魔攻 522 物防 — Magical Defense Agility —
属性 火 地 風 水 光 闇 Total 539 Material ○
スキル ■スペルキープ ■アブソーション
Obtainable: Only via synthesis

0312 デスコントラスト+2α Belt
Buy price — 売値 14000 装備 Ri
Physical Attack 500 Critical Attack 565 Physical/Magic Defense Agility —
Attributes Fire Earth Wind 闇 Synthesis P539 Material —
スキル ■アブソーション ■フェイタルボーナス ■ストレングス 3
入手 "No.139 Seimei Lightning Nurturing Spring"

0313 デスコントラスト+2β Belt
買値 — Child 14000 Equipment Ri
Physical Attack 500 Magic Attack 565 Physical/Magical Defense Agility —
Attributes: Fire Earth Wind Wa Light Pavilion P539 Synthesis Material —
スキル ■アブソーション ■フェイタルボーナス 2 ■ディフェンド 3
Obtainable: Only via synthesis

03-14 三ル牛ークWork Belt
Purchase Value 売値 30000 Equipment Ri
Physical Attack 655 Magic Attack 65 Physical/Magical Defense Agility —
Attributes: Fire Earth Wind Water Light Synthesis — Materi ○
Skill: Grace
入手 Treasure, Yuerjia (→P293)

085 九牛ークエイ+1 Belt
Purch — White 30000 Equipment Ri
Physical Attack 670 Magic Attack 695 Physical Defense —
Attribute: Fire Earth Wind Water Light Fo P540 Materti on —
Skill: Grace ■ Speed Spell
Obtainable: Only via synthesis

0316 アヌビス

Bet 己

Member 15000 Price 7 00 Equipment

Physical Attack 388 Magic Attack 455 Physical Defense Magic Defense Agility —

Attribute: Fire Earth Wind Storm Refreshing Combine P537 Material ○

スキル ■レゾシューション ■バーストガード

入手 店・ザーフィアス No.124～(→P263)

0317 アヌビス+1

Bet 己

Purcha — Child 1000 Equipment

Physical Attack 422 Magic Attack 510 Physical Defense Magic Defense Agility —

Attribute: Fire Earth Water Wind Lightning Net Embarrassed P540 Material

Machine W-ソ列ハ一ヌ2ハ一下カ一下

Acquired: Obtainable only through synthesis

OE33 Tape Measure

Bet 己

買値 — Sell Price — Equipment

Grant 640 Magic Attack 640 Physical Defense Magic Defense Agility —

Attributes: Fire Earth Wind Water Light Synth Group Materials —

Skill ■Randomizer■End Lucky

入手 "Greatly stimulated"(→P337)"

0319 アスピオン

Bet 己

Purchase price — Sweet 32500 Equipment

Physical Attack 660 Magic Attack 20 Physical Defense Magic Defense Agility —

Attributes: Fire Earth Wind Water Light Combine P540 Materials —

Skill ■Reduction■Magical 4

Acquisition: Only obtainable through synthesis

0320 インフィニティライン

Bet 己

Purchase price — Sell Price — Equipment

Physical Attack G70 Magic Attack 780 Physical Defense Magical Defense Agility —

| Attribute Fire Earth Wind Water Synthesis — Material —

Machine ■八一又泛ク圖八份又ク2ジ

入手 Treasure · Grave of the Telescope (→P404)

[0320 Chain

Handmade —ㄥ

Purchase price 690 | Sell Price 345 | Equipment 己

Physical Attack 60 Magic Attack 5 Physical Defense Magical Defense Agility —

Attribute Fire Earth Wind Water Refreshing Synthesis Materials ○

Skills ■Recovering■Strength

Help Wanted カプワ)—(→P174), Treasure + ヌRuins (→P166)

0322 鎖+1

Handmade —ㄥ

Purchase price — Sell Price 400 Equipment 己

Physical 78 Magic Attack 88 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light Combine P527 Material —

Skills ■Curing ■Strength ■Evasion

Acquisition: Obtainable only through synthesis

0323 皮のムチ

Child Work —ㄥ

Purchase price — Sell Price 800 Equipment 己

Physical Attack 92 Magic Attack 120 Physical Defense Magical Defense Agility —

[Attributes Fire Earth Wind Water Synthesis P527 Material ○

Skills Critical Guard Defend

Location: Hiroko's Mansion (→P178)

0324 皮のムチ+1

Handcrafted

Purchase price — Sell Price 830 Equipment 己

Physical Attack 99 Magic Attack 130 Physical Defense Magic Defense | Agility —

Attributes Fire Earth Wind Water Light Combine P528 Material

Other ■HP コンディション M■HP M2■Routine

Obtainable: Only via synthesis

0325 チェーンウィップ

Handmade —ㄥ

Purchase price — 売値 1200 Equipment 己

[Physical Attack 135 Magic Attack 152 Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Mouth Combined P528 Material ○

Skill ■Item Slow Step Away ■Wergard

Location Treasure Claw Single Hair Great Forest (→P194)

0326 F +1 ーンウィップ

Handmade —ㄥ

| Buy — Sell Price 1600 | Equipment 己

Physical Attack 0 Magic Attack 200 Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Water Combine P530 Materials —

Skill Item Slow Step Away ■Passive: Safe

Acquisition Only obtainable through synthesis

0327 ハイパワーヨーヨー

Handcrafted

Width 3800 | Sell Price 1900 Equipment 己

[Physical Attack 210 Magic Attack 210 Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Water Synthesis — Materials ○

スキル ■5化死一儿*2■ディフュ

Person Shop: Available from F No.63~ (→P188)

0328 ハイパワーヨーヨー+1

Handmade ying

Purchase price — Road 2 00 Equipment Ri

Physical Attack 280 Magic Attack 250 Physical Defense Magical Defense Agility —

Attributes: Fire Earth Wind Water Synthesis P531 Material —

Heal Another er TP ■コンディション STP コンディシ So S2

Obtainable: Only via synthesis

032 ui Was Reversed

Handmade —ㄥ

Star 8700 Sell Price 4350 Equipment 己

[Physical Attack: 342 Integrity 385 Physical Defense Magical Defense Agility —

[Attributes: Fire Earth Wind Water Source Synthesis — Materials ○

スキル ■Sai 1817 The image below shows age 72

Acquisition: Shop (→P243), Treasure Koichi Forest (→P240)

088 K -027+1a

Handmade —ㄥ

Buy Value — | Sell Price 5500 Equipment 己

Physical Attack 355 Magical Attack 420 Physical Defense Magic Defense Agility —

Attributes Fire Earth Wing 合成 P536 Materials —

Sky Sai ■817 The image below レングス 2 ■アピールリミッツ

Acquisition Obtainable only by synthesis

0331 クイーンウィップ+1β

Handmade —ㄥ

Purchase price — | Sell Price 5500 Equipment 己

[Physical Attack 355 Magical Attack 420 Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Storm Refreshing Synthesis P53 Materials —

Ten ■cai yi ba yi qi below figure 66 レングス 2 ■アピールリミッツ 2

Obtainable: Only via synthesis

0332 イージープレイ

Handmade ー

Meal 4800 tales 2400 equipment ヨ

Physical attack 245 Magical attack 245 P Magic defense Agility ー

Attributes: Fire Earth Wind Water Synthesis ー Material O

Skills ■Limiter ■Efficient ー

入手 Shop Yuyo (→P222)

0333 イージープレイ+1α

Handmade ーㄥ

Purchase ー fi 3000 equipment ヨ

Physical attack 285 Critical attack 290 P Magic defense Agility ー

Attributes: Fire Earth Wind Water Golden Hemp P538 Material ー

Skills ■Limiter■Life Up Guard Reflect

Acquisition: Obtainable only through synthesis

0334 イージープレイ+1β

Handcrafted

Buy Price - fi 3000 | equipment ヨ

Physical Attack 290 Critical Attack 285 Physical Defense Magic Defense Agility ー

Attribute Fire/Earth Refreshing Synthesis material P533 ー

Skills ■Limiter■Mental Up■Pain Reflect

Obtainable: Only via synthesis

0335 グリムカーディアン

Handmade ーㄥ

fi 300 g 3150 Equip ヨ

Physical Attack 80 Magical Attack 330 Magical Defense Agility ー

Attributes: Fire Earth Wind ー爽ー synthesis Mater ○

Skills ■Spell Revenge■Enduro

入手 Outside the shop also ト No.88~(→P192)ポリカ No.136~(→P217)

08KG ムグレーソ+1a Handmade ーㄥ

Buy Value ー Sefi 3950 Equipment ヨ

[Physical Attack 310 Magical Attack 875 Physical Defense Agility ー

Attributes: Fire Earth Degree ー爽ー P534 Materials ー

Skill ■ Spell Revenge Fierce Status Guard

Acquisition: Obtainable only through synthesis

0887 Column ムPowerテーソ+18

Handcrafted

Purchase price f3950 Equipment ヨ

Physical Attack 305 Critical Attack 380 Physical Defense Agility ー

Attributes: Fire Earth Wind Combine P534 Material ー

Skill ■ Spell Revenge Raging Tremor Condition Guard

Acquisition: Obtainable only through synthesis

0333 Kuchi-ichi Transformation Column

Shou xing

Purchase value basic face 2850 Equipment ヨ

[Physical Attack 263 Magic Attack 270 Physical Defense Magic Defense | Agility | Agility

[Attribute Fire Earth Wind Water Neutral Synthesis P532 Material O

Machine [Kujuuni Chi Ji Hachi ichi sho sai hitori

Personnel Treasure gate one re desert (→P225)

0839 Rub-ichi Column Technique So +1a

Handmade ーㄥ

Purchase price Stefi 2650 Equipment ヨ

Physical Attack 265 Magic Attack 25 Physical Defense Agility Magic Defense

Attribute Fire Earth Wind Refreshing Neutral Synt Materials 532 ー

Skill Magic Cancel Combo ■ Inn Elemental

Acquisition: Obtainable only through synthesis

0840 Kuchi-ichi Transformation Column Technique So +1

Purchase price fi 2650 Equipment ヨ

Physical Attack 270 Magic Attack 270 Pl Magic Defense Agility ー

Attributes: Fire Earth Ink Synthesis P532 Material ー

Skill: Magic Cancel ■ Crimson Un-Elemental

Acquisition: Obtainable only through synthesis

034 Kou Yi Jia Ding

Handmade ーㄥ

Purchase price 売値 5750 Equipment ヨ

Physical Attack 369 Magic Attack 422 Physical Defense Magical Defense Agility ー

Attributes: Fire Earth Wind Light Neck P536 Materials ー

Skill Combo Plus Vitality 2 Recovering Guard

Person Treasure ???ヌ (→P254)

0342 ワールドオブワン

Chi Gong ーㄥ

買値 23000 売値 11500 装備 ヨ

Physical 480 Magical Attack 475 Physical Defense Magical Defense Agility ー

Attribute Fire Earth Wind Sto Refreshing Materi ○

Skill ■ Cancel Plus Immunity

入手 Outside Shop No.132~(→P192), Card No.176~(→P216)

084 7 Only 25 ソ+1 at once

Chi Gong ーㄥ

Shop ー Child 13250 Equipment ヨ

Physical Attack 515 Fragile Attack 535 Physical Defense | Agility Magical Defense

Attributes Fire Earth Wind Water Mouth Combined Material ー

Skills ■Cancel Plus ■Cancel Plus 2 ■Life Reverse

Acquisition Can only be obtained by synthesis

0344 超電撃ヨーヨー

Handmade ーㄥ

Professional 42000 売値 21000 Equipment ヨ

Physical Attack 595 Magical Attack 580 Physical Defense Magical Defense Agility ー

Attributes: Fire, Earth, Wind, Wa Synthesis ー Materials ー

Formation イマジョン コンセント One hit

入手 Shop, only two talents (→P280), "Two<3(5)](→P340)"

45 One what

Handcrafted

Purchase value Child 3000 Equipment ヨ

Physical ATK 500 Magic ATK 540 Physical DEF Magical Defense Agility ー

Element: Fire Earth Status Taiwan version P540 | Materials ○

Again machine リミッ Illustration fee 2 Request one ナ72

Ou Shou Bao Gong--- (→P278)

0346 ソードウィップ+1α

Handmade ーㄥ

Purchase price ー fil 15000 Equipment ヨ

Physical ATK 535 Magic ATK 560 Physical DEF Magic DEF Agility ー

Element: Fire, Ea 水 Refreshing 合成 P540 Materials ー

Machine リミ■以ナーナ720 million バリッド・アタック ■バイタリティ３

Obtainable: Only via synthesis

0347 2 pieces 丁+1イソ

Handmade ーㄥ

買値 ー child 15000 Equipment ヨ

Physical Attack 540 Magic Attack 555 Physical Defense Agility Magic Defense ー

Attribute Fire Earth Degree Plain edition Combined P540 materials

Peach Technique ーナ2イ仁炒味・ヌクレヌ下3

Acquisition: Obtainable only through synthesis

0348 アイヴィーブレード Handmade ーム
| Buy V ー Stefi 9600 Equipment コ
Physical Atk 90 Break Atk 0 Physical Def Magical Defen Agility ー
Dril Fire Earth Storm Synthesis ー Material ー
Ten ル cai yi ba yi weng er3 ouy4 ビリ:
入手 "The Essence of Technique Gathered (→P339)"

0 4 Nex セイクリッ チコ Handmade ying
Purchase price ー Phone 25000 Equipment り
Physical Atk 40 Magic Atk 30 Physical Def Magical Defen |Agility ー
Attributes: Fire, Earth, Wind Synthesis | Materials ー
Skills ■Restline Shot ■Recall
入手 Treasure Yu'er Mouth (→P290), "Cut • Endless Slash" (→P.352)

0350 6 Mouth Techniqu Handmade ーム
Buy Price Sell Price ー Equipment ヱ
Physical ATK 20 Magical ATK 500 Ph ー Magical Defen Agility ー
ysical DEF Element Fire Earth W Synthesis ー Material ー
ind Water Light Group
Person Treasure • Yu'er Mouth (→P295)

0351 Fierce Chain Blade Ouroboros Handmade ーY
Purchase price ー | Sale Price ー Equipment ヱ
Physical ATK (special) Magical ATK (special) Physical Def Magic Agility ー
Element Fire Ear 水 光 Var Synthesis ー Material ー
Skill ー
入手 "Demonic Sword (4)" (→P342)

0352 ヴァリアブル・エッジ Lightweight Bow
Purcha ー Sell Price 1330 Equipment Re
Physical Attack 52 Magic Attack 86 Physical Defense Magic Agility ー
Attributes: Fire Earth Wind Storm Refreshing Freezing P528 Material ○
Skill: Ring Defend Resist
Acquisition: Raven starting equipment

Lu 7 Major · Gōngshà+1al Lightweight Bow
Purcha ー Sef 1400 Equipment Re
Physical Attack 160 Magic Attack Physical Defense Industry Magical Defense Agility ー
Attributes: Fire Earth Wind Refreshing 成 P529 Materials ー
Skills: ■Rika Ring ■Appeal ■Evasion
Acquisition: Obtainable only by synthesis

Lu 77·Work+181 ッシ Lightweight Bow
Purchase price 売値 1400 Equipment Re
Physical Attack 166 Magic Attack 3-83 Physical Defense Magical Defense Agility ー
Attributes: Fire, Earth, W 水 光 Be Combine P529 Material ー
Skills ■Ring ■Appeal 2 ■Spirits
Obtainable: Only via synthesis

0355 Everyo プサ ス Lightweight
Purcha 4400 Stefi 220 Equipment Re
[Physical Attack 280 Magic Attack 20 Physical Defense Magical Defense Agility ー
Attributes Fire Earth Wind Refreshing Synthesis ー | Materials ○
Skills ■Step Long ■Passive Safe ■Chivalry
Shop Strengthen (→P216), Treasure Ichiya No. (→P213)

0356 Adult+1a Lightweight Bow
Purchase price Material 2225 Equipment Re
Physical Attack 235 Magic Attack 20 Physical Magic Defense Agility ー
Attributes Fire Earth Wind Water Light Beauty P531 Material ー
Skills ■Step Long ■Strength T ■Defend T
Acquisition Obtainable only via synthesis

0357 Adults+1 | Lightweight Bow
Purchase price ー Selling price 2225 Equipment Re
Physical Attack 230 Magic Attack 215 Ph Magic Defense Agility ー
Attributes Fire Earth Wind Water Pickup P531 hing Materials ー
Skills ■Step Long ■Magical Resist T
Obtainable: Only via synthesis

0358 77 1 Second Edition Lightweight Bow
Buy 15000 売値 7500 Equipment Re
Physical Attack 280 Fragile Attack 400 Physical Magical Defense Agility ー
Attributes Fire Earth Wind Storm Strong P537 Material D
P537
Skills ■Cancel Plus ■Lose-less Soul Resist 2
入手 Shop: One >> No.124~ (→P263), Treasure 71 Frozen Sea (→P258)

085 7 yuan Yo y=-FV+1 Lightweight Bow
Purch ー 14000 Equipment Re
Physical 535 Magic Attack 55 Physical Defen Magic Defense Agility ー
属性 火 地 風 水 光 闇 Taiwan Server P54 Materials ー
Skills ■Cancel Plus ■Spirits 3 ■Vitality 3
Acquisition Obtainable only through synthesis

0360 ファルコンニー FV+2al Lightweight Bow
買値 ー Child 15000 Equipment Re
[Physical Attack 595 Magic Attack 40 Physical Magical Defense Agility ー
Attributes Fire Earth Wind Light Return Ha P540 Material ー
Table ■HP 818 i 300 million how long
Obtainable: Only via synthesis

0361 77+2B ルコンニードル Lightweight Bow
Buy Vek 15000 Equipment Re
Physical Attack 590 Fragile Attack 5 Physical Magical Defense Agility ー
Attributes Fire Earth Wind Play Combine P540 Material ー
Table ■TP 8リカ3 ku ■ビリッ ■インバリッド・マ:
Obtainable: Only via synthesis

0362 トランスブレイド Lightweight Bow
Purchase price ー Phone 5000 Equipment Re
Physical Attack 367, Fragile Attack 355, Physical Defen |Magical Defense Agility ー
Attributes: Fire, Earth, Wind, Water, Light, Net P535 Materials
Skill: ■ Good Job Strength 2
入手 Treasure (see P235)

0363 Shita So ZVK+1a Lightweight Bow
Purchase price 0 8000 Equipment Re
Physical 445, Magic Attack 410, Physical Defense Magical Defense Agility ー
|Attributes: Fire, Earth, Wind, Water, Refresh Taiwan Server P537 Materials ー
■グッ Machine 2 TP Iso デ・S2
Hands Treasure 2 Ijou (→P263)

●Line One Evening/wei>Weapon

0364 Down So ZLK+18 Lightweight Bow
Purchase price — fi 8000 Equipment Re
Physical ATK 65 Magic ATK 00 Physical DEF Magical Defense Agility —
Attributes: Fire, Earth, Wind, Light P537 Material —
Machine ■グッドジョブ ■ストレングス2 Combine ■TPコンディションM2
Obtainable: Only via synthesis

0365 ストームスレイヤー Lightweight Bow
Friend 52000 売値 26000 Equipment Re
Physical ATK 645 Magic ATK 520 Physical DEF Magic Defense Agility —
Attributes Fire Earth Wind Water Light Dark Synthes Material ○
Skills ■ Step Cancel Evasion 3
Eat shop, talent two talents (→P286)

0366 ストームスレイヤー＋1α Lightweight Bow
買値 — K 27500 Equipment Re
| Physical ATK 650 Magic ATK 530 Physical Magical Defense Agility —
Attributes: Fire Earth Wind W Combine P540 Materials —
Buy Machine Land ノLHP ■ コンディションM ■HPコンディションM2
Obtainable: Only via synthesis

036 Next ムヌ丫 β Lightweight Bow
Purchase price — Gold 27500 Equipment Re
Physical Attack 655 M 525 Physical DEF — Magical Defense Agility —
Attributes: Fire Earth Garden Set P540 Material —
Skills: ■ Step Cancel ■ Pain Reflect ■ Guard Reflect
Acquisition: Obtainable only by synthesis

0368 一オームセ人タヌ Lightweight
Shop Price 7600 売値 3800 Equipment Re
Physical Attack 8225 Magic Attack 290 Physical Magical Defense Agility —
Attributes Fire Earth Wind Refreshing Synthesis Material ○
Tianji ■ステップア Crafting Diagram 2■8 in 2
入手 Shop: Saki No.83~ (→P192), Karry No.136 (→P216)

0369 ツーフォームセスタス＋1α Lightweight Bow
Purchase price — SE 4400 Equipment レ
Physical 360 Critical Attack 345 Physical 20 | Magic Defense Agility —
Element: Fire Earth Wind Jewel See P535 Materials —
Skills: Step Away ■Defend 2 ■Enduro
Acquisition: Obtainable only by synthesis

0370 ツーフォームセスタス＋1β Lightweight Bow
Buy Price | Sell Price 4400 Equipment Re
Physical Attack 355 Magic Attack 350 Physical Defense Agility —
Element: Fire Earth Wind Water Refreshing P535 Material —
Skills: Step Away Spirits 2 ■Immunity
Acquisition: Obtainable only by synthesis

① Fuuichi イルスプレッ Lightweight Bow
Buy Price Sef 3350 Equipment Re
Physical Attack 277 Ranged Attack 266 Physical Defense Magic Defense 50
Element: Fire Earth Wind Water Light Melee See P532 Material —
Skills: ■In Step ■Agility Gale
Obtainable: Only via synthesis

02 August One Soスプレッ One Lightweight Bow
Purchase price — Sell Price 3350 Equipment Re
Physical Attack 280 Magic Attack 2 Physical Defense Agility —
Attributes: Fire Earth Wind Synthesis P532 Material —
Skill: Instep ■Multi-hit ■Crimson Lotus
Kiraboo • Great Deep Hollow Area (→P379)

0373 Kuku Oneリカ Lightweight Bow
[Purchase Price 売値 4400 Equipment Re
[Physical Attack 335 Magic Attack 340 Magical Defense Agility —
Attributes: Fire Earth Wind Medical P535 Materials ○
Heaven Kuロー丫 Power Child 2
Yūsei Treasure: Mansion of Vice (→P232)

0374 Quick Blade +1a Lightweight Bow
Purchase price — fi 4400 Equipment Re
Physical Attack 355 Magic Attack 350 Physical Magical Defense Agility —
Elements Fire Earth Wind Refresh Synthesis P535 Material —
Heaven Quick Something Evening スカウ Evening one mouth one time
Obtainable: Only via synthesis

E Quick Blade +1Bノカ Lightweight Bow
買値 — 売値 4400 Equipment Re
Physical Attack 360 Magic Attack 345 Physical Magical Defense Agility —
Elements Fire Earth Wind Water Gold Hemp P535 Material —
Skills: ■Quick Arrow ■Magic Feint ■In Elemental
Acquisition: Obtainable only by synthesis

0376 ラピッドショット Lightweight Bow
Purchase price — Sell Price 3250 Equipment Re
Physical Attack 270 Magic Attack 266 Physical Magical Defense Agility —
| Attributes Fire Earth Wind Water P532 Material ○
Head Teacher ■ Eight one ■ace only one servant One card of 之カ
Acquisition: Treasure returned to Desert (→P225)

0377 Descending Quick One Ex n Lightweight Bow
Purchase price Child 17000 Equipment Re
Physical Attack 600 Magic Attack 480 Physical Magical Defense Agility —
Attributes Fire Earth Wind Water Light Ink Combine P540 Material ○
Skills ■High Tension■Hunter 2
Availability: Treasure Crafting Knife Three (→P278)

0378 ストライクイーグル＋1α Lightweight Bow
Purchase price Kru 20000 Equipment Re
[Physical Attack 638 Magical Attack 500 Physical Magical Defense Agility —
Attribute: Fire Earth Refreshing Ha P540 | Material —
Skills ■High Tension ■Magical 3 Un-Elemental
Acquisition: Obtainable only by synthesis

0379 ストライクイーグル＋1β Lightweight Bow
Purchase price Child 20000 Equipment Re
Physical Attack 633 Magical Attack 500 Physical Magical Defense Agility —
Attributes: Fire Earth Wind Water Light Aura Synthesis P540 Material
Skills ■High Tension Strength 3■Effective
Obtainable: Only via synthesis

058 Seven Greater Than Child Evening One Lightweight Bow
Buy price — KG 35000 Equipment Re
Physical Attack 690 Fragile Attack — Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water, Light, Playback Synthesis — Material ○
スキル ■ Normalized Diagram Piece One
入手 "Grass • Endless New" (→P352)

0382 7万T Lightweight Bow
| Purchase Price Sold 18500 Equipment Re
Physical Attack G20 Magic Attack 499 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Golden Gourd P540 Light Dark Materials ○
スキル ■キャント Er ə 27 Xi Er Spell One Na 2
Hand Treasure One se (→P280)

0384 デス・スリンガー＋1β Lightweight Bow
Purchase — Phone 27500 Equipment Re
Physical Attack 660 Magic Attack 520 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Light Dark Synth P540 Material —
Skills ■Cancel Plus 2■Mental Up Resist 3
Obtainable: Only via synthesis

0386 Evening Ku 6 Lightweight Bow
Purchase price Sell Price — Equipment エ
Physical Attack 690 Magic Attack 40 Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Nation Synth — Materials —
スキル ■t Step by step ハグアロー 2
入手 Treasure · Grave of the Telescope (→P404)

DEF: Divine Demon Bow ム Lightweight
Purchase price Sell Price — Equipment Re
Physical Attack Magic Attack Special Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Garden Synth Material —
Table Mud ■871 Branch
入手 "Demonic Sword (4)" (→P342)

0390 24 ツシ 1 Magic School +1a Weight: Bow
buy value — Child 1750 Equipment Re
Physical Attack 188 Magic Attack 165 Physical Defense Magic Defense Agility
Attributes Fire Earth Wind Water Light Garden Material O
Machine 1122 years old 行ムヌスローソ1-ク ■ ムア
Obtainable: Only via synthesis

0392 スマッシュボウ+2 Weight: Bow
| Buy Price — Sef 1800 Equipment Re
Physical Atk 1 Magic Atk 1 Physical Def Magic Def Agility —
Attributes Fire Earth Wind Water Light Dark P530 Material
スキル ■Eight-year-old one ku one evening one evening one picture 1 evening one time
Obtainable: Only via synthesis

089 Z ○ so years one mouth Weight: Bow
| Buy Price — Si 3000 Equipment Re
Physical ATK 255 Magic ATK 250 Physical Def 40 Magic Def 20 Agility —
Attributes Fire Earth Wind Water Light Combine P532 Material —
Skill: ■Long Strange ■Guardian Arts ■ TP Condition M
Acquisition: Obtainable only through synthesis

【Veteran Artist Walk アヌター+1】 Lightweight
Purchase Price Phone 40000 Equipment Re
Physical Attack: 00 Magic Attack Night Physical Defense Magic Defense Agility
Attributes: Fire, Earth, Wind, Water, Light Hidden Synthesis P540 Material
Medicine Normalized ■One 580,000 2 Work 1,000
Acquisition: Obtainable only through synthesis

0383 デス・スリンガー＋1α Lightweight Bow
Purchase price — Green 27500 Equip Re
Physical Attack 6445 Magic Attack 540 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Light Yang Combined P540 Material —
Skills: ■Cancel Plus 2■Life Up■Defend 3
Acquisition: Obtainable only through synthesis

0385 Hachi Chi E N Lightweight Bow
Purchase Price — Selling Price Equipment Re
Physical Attack 650 Magic Attack 550 Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Synthesis Materials —
Desk ■ 1 once ■ ヴァカン Yādu ッキングフ
Old Special "Highly Stimulating" (→P337)

88 Mu ネビ! Lightweight Bow
Purchase price — Sell Price — Equipment Re
Physical Attack 500 Magic Attack — Physical Defense Magic Defense Agility —
[Attributes Fire Earth Wind Water Synthesis — Materials ○
Machine —
Acquired: Treasure - One branch 毛ク Great Forest (→P195)

0389 メへ Arts Study Weight: Bow
買値 — | Sell Price 1675 Equipment Re
Physical 174 Magic Attack 80 Physical Defense Magical Defense Agility —
【Attributes: Fire Earth Wind Water Assorted Dish P530 Material O
Heaven's Eye ■ーー二 years 卩 イテムスロー ■ハンター
Popularity: Treasure • メ7 days (→P205)

0391 スマッシュボウ+1β Weight
Purchase — 売値 1750 Equipment Re
Physical Attack 194 Magic Attack 155 Physical Defense Magic Defense Agility —
Attributes: Fire Earth Wind Water Critical P530 | Materials ○
スキル ■112 years 卩 イテムスロー ■TPアタック
Acquisition: Obtainable only through synthesis

0393 スパイクボウ Weight: Bow
Purchase price — 売値 2300 Equipment Re
Physical Atk 242 Magic Atk 225 Physical Def Magical Defense Agility —
Attributes: Fire, Earth, Mole, Medical Refreshing Taste, P531 Synthesis Materials ○
Skill: ■Long Strange Heavy Energy
入手 Treasure: 攻's Throat Flute (→P219)

0395 Lower ku one so technique sakura Weight Bow
Purchase price — Sale Price 2750 Equipment Re
Physical [Atk 260 Magic Atk 240 Physical Def Magical Defense Agility —
Attributes: Fire, Earth, Wind, Re Synthesis P532 Material —
スキル ■ロングストレンジ ■ヘヴィアロー ■TPコンディションS
Obtainable: Only via synthesis

●アイテム/ヘソ Weapon

0396 ブレイカーズボウ Weight: Bow
Purchase price Sell 6500 Equipment Re
Physical Attack 488 Magic Attack 380 Magic Defense Agility —
Attributes: Fire Earth Wind Water Light P537 Material —
Skill ■ Special: Fierce Tremor
Acquired at Treasure Walk-2 Ou City (→P264)

0398 EsoD レヴ Weight
Shop — Sell 6000 | Equipment Re
Physical Attack 00 Magic Attack 400 Physical Defense Magic Defense Agility —
Attributes: Fire Earth Wind Edit Combine P536 | Materials ○
スキル ■スペシャル ■リミッツボーナス ■バーストガード
入手 Equippable when the seventh member joins (No.110)

0400 ブラッドトリガー＋1α Weight: Bow
Purchase price — Child 17500 Equipment Re
Physical Attack 610 Magic Attack 485 Physical Magic Defense Agility —
Attributes: Fire, Earth, Wind, Water Server Merge P540 Materials —
Skills: ■Combo Plus ■Fatal Bonus ■Life Heal
Obtainable: Only via synthesis

0402 クルセイダー13 Weight
Purchase price 売 32500 Equipment Re
Physical Attack 680, Fragile Attack 500, Physical Defense Agility —
Residence Fire Earth Wind Water Publication — Materials —
Wenji ■リミッツ Seeking on ■ヌ2 Work キー
入手 Baoxi'e カロ (P290)

40 Used シ Dagger
Buy Price 350 Sell Price 175 Equipment Re
Physical Attack 29 Magic Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water Light Street Material ○
Skill —
Human Light Initial Equipment, Shop • Strength 7. One Unit (→P174)

0403 Ka-Strength ゼ Dagger
Buy Price 500 | Sale Price 250 Equipment Re
Physical Attack 魔攻 — Physical Defense Magical Defense Agility 5
Attribute: Fire, Earth, Wind, Water Synthesis Slots Material ○
Skill ■ Item Throw
入手 Shop Fortified Outpost (→P158)

0403 Talent Dagger
Purchase Value Sell Price 325 Equipment Re
Physical Attack 72 Magic Attack Physical Defense Magical Defense Agility —
Attributes: Fire, Earth Return to Combine P527 Materials ○
Skill ■ Backstep ■ Evasion
Personnel Treasure Mouth and Ruins (→P166)

Sichuan Light ガネ Shortsword
買値 1000 Sell Price 500 Equipment Re
Physical Attack 92 Magical Attack Physical Defense 0 — Agility —
Attributes Fire Earth Wind Water Light Mountain Materials ○
Skill: Magic Guard
Human Shop カロム (→P182), Treasure · Workshop 7F Hill (→P171)

0397 スプラッシュボウ Weight: Bow
買値 — child 12500 Equipment Re
Physical Attack 522 Magic Attack 25 Physical Defense Magic Defense Agility —
Attributes: Fire Earth Wind Water Light Aura Material —
Skill ■ Special ■ Diffuse ■ Water Dust
Person Drop Ichiko (3) (→P421)

0 9759 Next Below Next Weight: Bow
Specialist 30000 売値 0 装備 Re
Physical Attack 580 Magic Attack 460 Physical Defense Magic Defense
Attributes: Fire Earth Wind Water Light Synthesis — Agility —
閤 Synthesize — Material O
Skill Combo Plus ■ Fatal Bonus ■ Efficient
入手 店・ダングレスト No.88～(→P192)、ノードポリカ No.136～(→P216)

0401 ブラッドトリガー＋1β Weight
Purchase price — child 17500 Equipment Re
Physical Attack 615 Magic Attack 480 Physical Defense Magic Agility —
Attributes: Fire Earth Wind Water Light Aura Combine P540 Materials —
Skill: Combo Plus ■Fatal Bonus ■ Mental Heal
Acquisition: Obtainable only through synthesis

0403 ディヴァインキャノン Weight
Purchase price Hua 40000 Equipment Re
Physical Attack 650, Magic Attack 50, Physical Defense Agility —
Attributes: Fire, Earth, Wind, Medical Coolness | Synthesis Materials —
Youji ■ one ten ヌ2 リミッツ ヌ eight er niu one eight one down ショット
入手 "Strength One's Legacy (→P327)"

0405 コガラシ＋1 Dagger
Purchase price | Sell Price 300 Equipment Re
Physical Magic Attack — Physical Defense Magical Defense Agility 25
Attributes Fire Earth Wind Water 合成 P527 Materials —
Desk Age 8 one ku one evening one evening ■ one 1 evening one time
Acquisition: Only obtainable through synthesis

0407 カラッカゼ＋1 Dagger
Purchase price Sell Price 310 Equipment Re
Physical Attack 64, Magical Attack Physical Defense Magical Defense 敏捷 10
Attribute: Fire, Earth, Wind, Water Server Merge P526 Material —
Skill ■ Item Throw ■ Good Job
Obtainable: Only via synthesis

0409 Talent Power +1 Dagger
Purchase price Sell Price 400 Equipment Re
Physical Attack 80 Magic Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Water See P527 [Materials] —
Skills ■ Backstep Evasion ■ Recovering
Obtainable: Only via synthesis

0411 タマハガネ＋1 Shortsword
Purchase price — Sell Price 600 Equipment Re
Physical Attack 92 Magical Attack Physical Defense 15 Magical Defense Agility —
Attributes: Fire, Earth, Wind, Water Total P527 Materials ○
Skill Magic Guard ■ Magical
Obtainable: Only via synthesis

0412 タマハガネ+2α

Dagger

Purchase price — | Sell Price 900 | Equipment ユ

Physical Attack 20 Magic Attack — Physical Defense: Magic Defense — Agility —

Attributes Fire Earth Wind Storm Refreshing | Total P528 | Materials —

Celestial Eye スズ アール Elemental One ル

Obtainable: Only via synthesis

0413 タマハガネ+2β

Dagger

| Buy Value — | Selling price 900 | Equipment ユ

Physical 136 Magic Attack | Physical Def Magical Defense Agility —

"Attributes: Fire Earth Wind Light | Combined P528 materials —

Performance スピリッツ ■アピール2 ■メンタルヒール

Obtainable: Only via synthesis

0414 Evening Su

Dagger

| Buy Value — | Sale Price 600 | Equipment ユ

Physical 100 Magic Attack — Physical Defense Magical Defense Agility —

Attributes: Fire Earth Wind Water | Combine P527 | Materials ○

Skills Critical Guard Defend

Hand Treasure of the Mansion (→P177)

0415 コタロウ+1

Shortsword

Buy price — | Sell Price 900 | Equipment ユ

Physical Attack 128 Magic Attack Physical Defense Magic — Agility —

Attributes: Fire, Refreshing Combine | P528 Materials ○

スキル ■クリティカルガード ■イメージトレーニング ■コンシュームアタック

Obtainable: Only via synthesis

0416 コタロウ+2α

Short Engraving

買値 — | 売値 1700 | Equipment ユ

Physical Attack 195 44 | Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind | Combine P530 | Materials —

スキル ■112 years old Bay i artwork child book one card

Obtainable: Only via synthesis

0417 コタロウ+2β

Dagger

Purchase price — | Sell Price 1700 | Equipment ユ

Phys Atk 208 Mag Atk 38 Phys Def — Magical Defense Agility —

Attributes Fire Earth Wind Medicine "Combined Machine P530 Materials —

Machine 112 years old view also ku many work child book one card

Obtainable: Only via synthesis

0418 Many ガヌ

Dagger

Purchase 1580 | Sell Price 790 | Equipment ユ

Physical Atk: Magical Atk | Physical Defense Magical Defense Unit 20

Attributes: Fire, Earth, Wind, Water | Synthesis — | Materials ○

Skills ■Dash ■Recovering

Crowd Outside the shop in the evening (→P191), Treasure · Power spell in the evening (→P195)

0419 ヤタガラス+1

Dagger

Purchase — | Sell Price 1350 | Equipment ユ

Physical Atk 166 Magical Atk Physical Defense Magical Defense Agility 30

Attributes Fire Earth Wind Water Thunder | Synth P529 | Materials ○

Skill ■Step Away ■Evasion 2

Obtainable: Only via synthesis

0420 ヤタガラス+2α

Dagger

Purchase price — | 売値 1900 | Equipment ユ

Physical Attack 282 Magical Attack Physical Defense Magical Defense Agility 35

Attributes: Fire, Earth, Wind, Water | Synthesis P530 | Materials —

Skill ■Step Away ■Dash ■Attack Feint

Obtainable: Only via synthesis

0421 ヤタガラス+2β

Dagger

Purchase — | Sell Price 1900 | Equipment ユ

【Physical Attack 238 Magical Attack Physical Defense Magical Defense Cost 30

[Attributes: Fire Earth Wind | Pick P530 | Material —

Skill Step Away Dash ■Cross Counter

Obtainable: Only via synthesis

0422 Ni

short

Purchase — | Selling price 1475 | Equipment ユ

Physical Attack 80 Magic Attack | Physical Defense Magical Defense Agility 30

Attributes Fire Earth Wind Water Light Dark Combined P530 Material ○

Ten ■オーバークイック八-775

入手 Treasure: Under the mouth (→P204)

0423 クラマ+1α

Dagger

Purchase price — | Sell Price 1800 | Equipment ユ

Geo 228 Magic Attack — Physical — Magical Defense Ingredient 40

Attributes Fire Earth Wind Water Light Dark P530 | Material —

Heaven Talent 181クイク81アイクTalent 1 Handcrafted ク

Obtainable only by synthesis

0424 クラマ+1β

Dagger

買値 — | 売値 1800 | Equipment ユ

Physical ATK 244 Magical ATK Physical — Magical Defense Agility 20

Attributes: Fire, Earth, Wind, Light; Round P530 Materials —

Ten ■オーバークイック ■ハンターファング ■リカバリングガード

Obtainable: Only via synthesis

0425 Vaporization

Dagger

Large slot 4450 | pieces 2225 equipment ユ

Physical Attack 278 Magic Attack 5 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Water | Synthesis — | Materials ○

Critical ■スティールプラス ■マジカル2

Handheld: Store Shioク (→P222), Treasure: Throat of Power (→P220)

0426 ジライヤ+1α

Short Engraving

Purchase — | K 3150 | Equipment ユ

Physical Attack 388 Magic Attack 125 Physical Defense Magic Defense —

Elements: Fire Earth Wind Water Light | Sun Synthesis: P533 materials Agility —

Tianna ■ヌ丫十ムヌ ■ライフ 八ーヌヌ于一タ力一キ

Obtainable: Only via synthesis

0427 ジライヤ+1β

Dagger

Purchase price — | Er 3150 | Equipment ユ

Physical Attack 835 Magic Attack 25 Physical Defense Magical Defense Agility —

Elements Fire Earth Wind Light Combine P533 | Materials —

Potion ■区断例八ーヌ2ロソ苏一ポ ディショ

Obtainable: Only via synthesis

●アムムータメヘ>Weapon

0423 2 ザク Dagger

Dispense 6700 Phone 3350 Equipment ラ

Physical Attack 342 Re8 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth Demon, Wa Synth light Aura Material ○

Delivery machine: only at Bayi Office for eighteen yuan outside

Personnel Store: also below No.88~ (→P192), Kalli No.136~ (→P216)

0429 スザク+1 Dagger

Purchase price — 売値 3700 Equipment ラ

Physical Attack 30 Magic Attack 50 Physical Defense Magic Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light chart Merge Materi P533 ○

Sky mud Bayi Office only one ヌ map work evening child technique ten ヌ

Popularity Treasure ム Mountain (→P234)

0430 スザク+2α Dagger

Purchase price — Chili 4250 Equipment ラ

Physical Atk 0 Magic Atk 10 Physical Def Magical Defense Agility —

Attributes: Fire Earth Wind ○ P535 Materials —

Tenlight Coseki Art One Ten Ni7-TP ロ コンディションS2

Acquisition Can only be obtained through synthesis

0431 スザク+2β Dagger

Purcha — Sell Price 4250 Equipment ラ

Physical Atk 395 Magic Atk 155 Physical Magical Defense Agility —

Element Fire Earth □□□ Synthesis P535 Materials —

Skill Fatal Bonus Un-Elemental TP Condition S

Acquisition Can only be obtained through synthesis

0432 イワキリマル Dagger

Member 6900 fi 3450 Equipment ラ

Physical Attack 358 Magic Attack Physical Defense 15 Magic Defense Agility —

Attributes Fire Earth Wind Ice Refreshing P535 Combin Material ○

Skills High Turn Efficient

Person Shop (→P243), Treasure • Mansion of Depravity (→P232)

0433 イワキリマル+1 Dagger

Buy Value — Sale Price 3900 Equipment ラ

Physical Attack 388 Magic Attack 5 30 Magical Defens Agility —

Attributes Fire Earth Wind Water Light Diag P535 Materials ○

Skills High Turn Cancel Plus

Acquisition Obtainable only through synthesis

0434 イワキリマル+2α Short Engraving

Purchase price — Sefi 4750 Equipment ラ

[Physical Attack 222 Magic Attack Physical Defense Magic 40 Defense Agility —

Attributes: Fire, Earth, Wind, Wat 合成 P536 Mater —

Skill Cancel Plus Fierce HP Condition S

Acquisition: Obtainable only by synthesis

0435 イワキリマル+2β Shortsword

Shop — 売値 4750 Equipment ラ

Physical 417 Magical Attack Physical Defense 50, Magic Defense Agility —

Attributes: Fire, Earth, Wind, Water, Refreshing, C Mater P536 —

Skill Cancel Plus, Raging Quake HP Condition S2

Acquisition: Obtainable only by synthesis

0436 U S Dagger

Buy Value — Sell Price 4400 Equipment ラ

Physical Attack: 40, Magic Attack Physical Defense Magical Defense Agility 50 G

Attribute: Fire, Earth, Wind, Water Tai Refreshing 536 Ma ○

Skill Dash Cancel Hyper Move

Acquired Treasure Talent (→P248)

0437 キリン+1 Dagger

Purchase — 売 0 5750 Equipment ラ

Earth Edition 4 魔攻 — Physical Defense Magical Defense Rice 50

Attributes: Fire Earth 水 満 Edition Synthesis P536 Materials ○

Light Mud ルーヌヌ`ル Map 881 Step Map Sky2

Obtainable: Only via synthesis

0438 U- Shortsword

Purchase Value Sell Price 7000 Equipment ラ

Physical Attack 520 Magical Attack Physical Defense Magical De C 65

Attributes Fire Earth Wind Water Synthesis P537 Materials —

Skills Limits Bonus Appeal Limits TP Condition M

Obtainable: Only via synthesis

0439 キリン+2β Shortsword

Purchase price Sell price 7000 Equipment ラ

Physical Attack 520 Magical Attack Physical Defense Magical Defense 敏捷 65

Attributes Fire Earth Wind Water 合 P537 Material —

Performance Return yy Seek One ヌ2 ア January2 TPコンディションM2

Obtainable: Only via synthesis

0440 フウライボウ Shortsword

Purcha — fi 5000 Equipment ラ

Physical Atk 438 Magic Atk 200 Physical Def Magical Defense Agility —

Attributes Fire Earth Wind Water Light Picture 合 P536 Materials ○

Skills Well Item Fatal Exceed

Handed Treasure: 入ヌ (→P254)

0441 フウライボウ+1 Dagger

Purchase price — Sell price 6750 Equipment ラ

Physical Atk 510 Magic Atk Physical Defense Magical Defense Restaurant 60 yuan

Attributes Fire Earth Wind Water L Total P537 Materials 。

Skill Well Item Spectacling

Person Treasure Number-2 O City (→P264)

0442 フウライボウ+2α Dagger

Purchase price — Sell Price 7000 Equipment ラ

[Physical ATK 525 Magical ATK Physical Defense Magical Defense Agility —

Attributes Fire Earth Wind Water See P537 | Materials —

Skills Well Item Life Up Vitality 3

Obtainable: Only via synthesis

0443 フウライボウ+2β Shortsword

Purchase price | Sell Price 7000 Equipment ラ

Physical ATK 25 Magic — Physical Defense Magical — 0 60

Attributes: Fire, Earth, Wind, Water, Light, Aura: Combined P537 Materials —

Skills: Well Item Mental Up Spirits 3

Acquisition: Obtainable only through synthesis

0444 アヌ hand　Dagger
Purchase price　Sf 9000 Equipment　ℝ
Secret 555 Magic Attack　Physic　Magical Defen　Agility 60
| Attributes Fire Earth Wind Water Light Sun　Combined P540 Materials ○
Skills ■ Aerial Combo Plus ■ Limits Plus ■ Evasion 3
入 Jinbao · Qieshao at Buluo Palace (→P270)

0445 アスラ+1α　Short Engraving
Purchase price —　売値　11000 Equipment　ℝ
Physical Attack 570 Magic Attack　Physical Defen　Magic Defense/W　65
Attributes: Fire, Earth, Light　Combine P540　Materials —
Skills ■ Aerial Combo Plus ■ Limits Plus ■ Strength 3
Obtainable: Only via synthesis

0446 アスラ+1β　Dagger
Purchase price　Child 11000 Equipment　ℝ
Physical Attack 582 Magic Attack　Physical Defense　Magical Defense　敏捷 48
Attributes: Fire, Earth, Wind, Me　Synthesis P540 Materia —
Skills: ■Aerial Combo Plus ■Limits Plus ■Magical 3
Obtainable: Only via synthesis

044 Cai Kou Qian　Shortsword
Buy 23500　売値　11750 Equipment　ℝ
Physical Attack 625 Magic Attack　Physical Defense　Magical Defense　HP 55
Attributes: Fire, Earth, Wind Ref　Synthesis Edition　Materi ○
スキル ■キャンセルプラス ■バーストガード
入手 Outside the shop first ヌ下 No.132~(→P192), Ikariri No.136~(→P217)

0448 オロチ+1　Dagger
Purchase price　Ch値 13000 Equipment　ℝ
Physical/Magic 640 Magic Attack　Physical Defense　Magical Defense　敏捷 60
Attributes: Fire Earth Wind Refreshing　Combine P540 Materials ○
Heaven and Earth Child Eight One Square One Card ■ Return to One Child
People's Treasure　トレジャー ソ (→P278)

0449 Talent/Mouth +2a　Dagger
買値 —　Child 3500 Equipment　ℝ
[Physical Attack 645 Fragile Attack　Physical Defense　Magical Defense　Agility 70
Attributes: Fire Earth Wind Water　Combin　P540　Materials —
Skill ■Recall Resist 3 ■Effective
Acquisition Obtained only through synthesis

0450 Saikou Ten+2B　Dagger
Purchase price　売値　13500 Equipment　ℝ
Physical ATK 650 Magic AT　Physical Defense　Magical　敏捷 60
|Attributes Fire Earth Wind Water　Combine P540 Materials —
Skill ■Recall　Defend 3 ■ Immunity
Obtainable: Only via synthesis

0451 Saika Gei マル　Dagger
Purchase Price 33000 売値 16500　Equipment　ℝ
Earth 688 Magic ATK —　Physical Defense　Magical Defense　Micro Agility 75
Attributes Fire Earth Wind Refre　TW Server P540　Materials ○
Tianji ■ One of Ten Thousand Map Step Ten Thousand 2
入手 Store, Talent Two Talent (→P286), Treasure Ku One Se (→P281)

0452 オトキリマル+1α　Dagger
Purchase —　Forest 20000 Equipment　ℝ
Physical Attack: 00 Magic Attack　Physic —　Magic Defens Plac 75
Attributes Fire Earth Wind Water　Light Radish　Materials —
Tianji ■ランゴ One step ten thousand 人圏 one step walk Yuan ヌ
Obtainable: Only via synthesis

0453 U オトキ マル+1β　Dagger
Purchase value　Play 20000 Equipment　ℝ
Physical Attack 00 Magic Attack　Physical Def　Magic Defense　Play Quick 75
Attributes Fire Earth　Synthesis P540 Material
スキル ■ランナーサプライ ■ランナーサプライ2 ■ダークプレス
Obtainable: Only via synthesis

0454 ムラクモ　Dagger
Buy price —　Child 33000 Equipment　ℝ
Physical Attack 745 Magic Attack　Physical Defense　Magical Defense　Exchange 200
"Attributes Fire Earth Wind Water　Synthesis —　Materials —
Minshi Talent 181 セクク2 ■フェ Xi'er Yishi 2si ■ ピードアイ
入手 [刻-のU56] (→P338)

0455 External force メ 手　Dagger
fi 3900　売値　1950　Equipment　ℝ
Physical Attack 250 Magic Attack 20 Physical Defense　Magic　Agility —
Attributes: Fire Earth Wind　Synthesis Light　Materials ○
スキル ■ラッキーリミッツ ■リミッター
入手 Shop, One-time Strength (→P216), Treasure·One Mier Si Number (→P213)

0456 Strength greater than Flame　Dagger
Purchase —　Silver 2750　Equipment　ℝ
Physical Attack 322 Critical Attack 40 Physical Defense　Magic Defense　Agility —
Attributes: Fire Earth Wind Water Light　Combine P532 Materials ○
Skill ■ Pow Pow ■Appeal Appeal
Obtainable: Only via synthesis

0457 タケミカズチ炎+1α　Dagger
Purchase price —　Sell Price 3800　Equipment　ℝ
Physical Attack 380 Magic Attack 150 Physical Defense　Magic Defense　Agility —
Attribute: Fire, Earth, Wind,　Gold Water Hemp P535　Materials —
Heavenly Eight one place only one combo ■HP Strength Eight-one
Obtainable: Only via synthesis

0458 タケミカズチ炎+1β　Dagger
Shop —　売値　3800　Equipment　ℝ
Physical Attack 875 Magic Attack 155 Physical Defense　Agility —
Attribute: Fire, Earth, Wind, Water, Light, Hak　P535　Materials —
Skills: ■Pow Pow ■Crimson TP Recover
Guanyin Treasure · Great Deep Hollow Zone (→P378)

0459 タケ Strength greater than Ara　Dagger
Purchase price　売値　2200　Equipment　Ra
Physical Attack 270 Magic Attack 30 Physical Defense　Magic　Agility —
Attributes: Fire Earth Wind Water Refreshing　Combined Hemp P5 Materials ○
Skills ■In Elemental ■Back Encounter
Obtainable: Only via synthesis

●Line One Evening/wei>Weapon

0460 タケミカズチ嵐+1α Dagger

Buy price — child 2400 Equipment Ra

Physical Atk 288 Magical Atk 154 Physic • Magical Def Agility —

Attributes: Fire Ea 水 光 闇 Synthesis 麻 P532 Material —

Skill ■Back Encounter ■俊敏 ■Strength 2

Acquisition: Obtainable only through synthesis

0461 タケミカズチ嵐+1β Shortsword

Purchase Price 売値 2400 Equipment Ra

Phy【Atk 299 Mag Atk 4 Phys Def — Magical Defense Agility —

Elements: Fire Earth Win 闇 Synthesized Gear Materials —

Skill ■Back Encounter ■Gale ■Defend 2

Acquisition: Obtainable only through synthesis

0462 Sanda Ten Dagger

Shop — kg 2650 Equipment Ra

Physical Attack 8 Magical Attack — Magical Defense Agility —

Elements Fire Earth Wind Water Light Hidden P532 Material ○

Skill ■Spread ■Water

Person Baoshan One Child Desert (→P224)

0463 ミズチ+1α Dagger

Purchase price — 売値 2900 Equipment Ra

[Physical Attack 328 Magical Attack 55 Physical Defense Magical Defense Agility —

Elements Fire Earth Wind Water Light Combined P532 [Materials —

Skill Spread ■Luck Plus Resist 2

Obtainable: Only via synthesis

0464 X+1B ヲ Shortsword

Purchase Value Sef 2900 Equipment Ra

Physical Attack 328 Magic Attack 155 Physical Defense Magical Defense Agility —

Attributes: Fire Earth Wind Water Light (図) Gold Hemp P532 Materials —

Skills: ■Water ■Luck Plus ■Vitality 2

Obtainable: Only via synthesis

0465 799 Sol Sol ! Dagger

Purchase price K 24000 Equipment Ra

Physical Attack 20 Magic Attack Physical Defe Magical 敏捷 120

Attributes: Fire Earth Wind Water Synthesis — Materials ○

Desk 4-7-

Drum Treasure Yu'er Mouth (→P292)

OA66 79 steps ジo+1 Dagger

Shop — Child 27500 Equipment ラ

Physical Atk 0 Magical Atk Physical Defense Magical 敏捷 150

Male Earth Wind Garden Net Synthesis P540 Materials —

Machine -- ■ウ: ルア行ム2圖イ扫ゾ4

Acquisition: Obtainable only by synthesis

046 Yakitori Dagger

| Buy Value | Sell Price — Equipment Ra

Physical Def 80 Magical Atk Physical Defense Magical Defense Agility —

Attribute: Fire Earth Wind Refres Synthesis — Materials —

Row ■: Ox 101 ルク72

From "Highly Strange" (→P337)

|0468 Shiou ノミ: Dagger

Purchase Value Sell Price — Equipment Ra

Physical [Atk 690 Magic Atk 40 Physical Def Magic — Agility —

Attributes: Fire, Earth, Wind, Water Synthesis, Dark Material —

Skills: ■Item Everyone ■Good Job 2

入手 Treasure: Tomb of the Hope Vessel (→P402)

0 6 Twenty Talents Dagger

Purchase price — | Sell Price — Equipment Ra

Physical 530 Magic Atk Physical Def Magical Defense 敏捷 100

Attributes: Fire, Earth, Wind, Water Synthesis Radiance Materials —

Machine

Person: Treasure Yuka (→P295)

CE: Great Sin Sword and Twenty Talents Dagger

買値 — |Sale Price — Equipment Ra

Physical Attack Special, Magical Attack Magical Defense Agility —

Attributes: Fire, Earth, Wind, Me Synthmedical Material —

Wenji ■リミッツ 7572 Figure 8 below also one OVLコンセントレート

Orange Demon Sword (4)] (→P342)

0471 800,000,000ツ Knife

Purchase price — Sell Price 1750 Equipment Ra

Physical Attack 240, Magical Attack 200 Magical Defense Agility 50

Attributes: Fire, Earth, Wind Combine P532 Material O

Skill ■Coupled Dream ■Vitality ■Spirits

Acquisition: Patty starting equipment

0472 パイレーツナイフ+1 Knife

Purchase price — |Sell Price 250 Equipment Ba

Physical ATK 00 Magical ATK Physical DEF — Magical DEF Agility —

Attributes: Fire Earth Water 合成 P531 Material —

Heavenly Eye Eight year old ーク talent one spoon one spoon one picture 1 year old one head

Can only be obtained via synthesis

0473 リブシア Knife

Cost 3800 SP 190 Equipment Ra

Physical ATK 260 Magical ATK 280 Physical DEF Magical Defense Agility —

Attributes: Fire, Earth, Wind, Light Recovery Synth |Material O

Skills ■Step Cancel F ■Scout Finger

Ou 手 パテ Additionally equipped when joining (No.75), Shop · Ikari No.88~ (→P216)

0474 リブシア+1α Knife

Purchase price Phone 2350 Equipment Ra

[Physical Atk 290 Magic Atk 245 Physical Def Magical Defense Agility —

Elements: Fire Earth Wind Storm Combine P532 Materials —

Skills: ■Step Cancel F Step Away ■Image Training

Acquisition: Obtainable only through synthesis

0475 リブシア+1β Knife

買値 — Sefi 2350 Equipment バ

Physical Atk 300 Magic Atk 80 Physical Def Magical Defense Agility —

Element: Fire Earth Wind Water Synthesis P532 素材 —

Skills: ■Scout Finger ■Attack Feint ■Good Job

Acquisition: Obtainable only through synthesis

0476 Culture Knife
Purchase price 売値 2100 Equipment パ
[Physical Attack 275 Magic Attack 240 Physical Defense Magical Defense Agility —
Attribute: Fire Burn 水 Refreshing Synthesis P533 Material O
Skills: ■Fighting Scope Critical Guard Resist
Person: Treasure • Power ヌ's Throat (→P220)

0477 ヴィセ+1 Knife
Purchase — 売値 2750 Equipment パ
Physical Attack 8-20 Magic Attack 250 Physical Defense Magical Defense Agility —
Attribute: Fire Earth Wind Light P532 Material —
One of the two rows of machines クリティカル Book one card map eight once only one person
Acquisition: Obtainable only through synthesis

0478 ピスカ Knife
Purchase price 4500 売値 2250 Equipment パ
Physical Attack 285 Magic Attack 245 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Synthesis (爽口) Material ○
スキル ■OVLロールHP ■OVLロールTP
When rejoining the electric line (No.79) equipment, store evening No.82~ (→P222)

0479 ピスカ+1α Knife
Purchase price — Item 3000 Equipment パ
Physical Attack 8225 Magic Attack 250 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Water Light F P533 Materials —
スキル ■OVL one child HP again of One card image eight
Acquisition: Obtainable only through synthesis

0480 ピスカ+1β Knife
Purchase price Selling price 3000 Equipment パ
Physical Attack 320 Magic Attack 255 Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Combine P533 Material —
Performance ■OVL Mouth One ルTP Night Card ■ヌ2
Obtainable: Only via synthesis

0481 - ウラク ノ Knife
Buy Value — 売値 2600 Equipment パ
Physical Attack 3115 Magic Attack 248 Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind St Refreshing P535 Material ○
Skills ■Chain Strike■Cancel Plus ■Appeal 2
入手 Baoshan Yier Desert (→P225)

0482 Wan Yi ノ +1a Knife
Buy price — Sell Price 3900 "Equipment パ
Physical Attack 345 Magic Attack 280 Physical Defense Magical Defense Agility —
"Attribute Fire Earth Wind Water Light Combined P533 Materials —
Tight ■Combo Charヌ之タヌ2 ■Strength 2
Obtainable: Only via synthesis

0483 5 1ß ー Knife
Buy Value fi 3900 Equipment パ
Physical Attack 350 Critical Attack 270 Physical Defense Magical Defense Agility —
Attribute Fire Earth 水 Refreshing Synthesis P533 Materials —
Skill ■ Cancel Plus Defend 2 ■ Resist 2
Obtainable: Only via synthesis

Exposure Work ヌ Knife
Member 7000 fi 3500 Equipment パ
Physical Atk 330 Atk 260 Physical Def Magical Defense Agility —
Attributes: Fire Earth Wind Water Light Field Materials ○
Ten □So ボブラス ■ All talent outside all talent a mu one branch
入手 Shop Yu no Saki No.88~ (→P192), Ichika Power No.136~ (→P217)

0485 アリエス+1α Knife
Buy value - Nanxi 4100 | Equipment パ
Physical Atk 85 Magic Atk 300 Physical Magical Defen Agility —
Attributes: Fire Earth Wind Water Mouth Combined P535 Materials —
スキル ■フォームセレクト ■ウェルガード ■アピールリミッツ
Obtainable: Only via synthesis

0486 アリエス+1β Knife
Purchase price 売値 4100 Equipment パ
Physical Attack 80 Magic Attack 80 Physical Defense Magic Defense Agility —
Attributes: Fire Earth Wind Synthesis P535 Material —
Tianji ■フォー One-handed sword type ■ ル Month 2
Acquisition: Obtainable only through synthesis

08 Humanization テ Knife
Purchase value Stef 3750 Equipment パ
Physical 340 Magic Attack 270 Physical Defense Magic Defense Agility
Excellent: Fire Burn Storm Refreshing Combine P536 Materials ○
Skills: ■ Plainel Combo Magic 2 ■ Ruthless Soul
Yellow Blue Treasure · Mansion of Vice (→P232)

46 pieces one-handed +1a Knife
Purchase value 克 4150 Equipment
— 克 4150 Equipment パ
Physical Attack 380 Magic Attack 310 Physical Defense Magic Defense Agility —
Attributes: Fire Earth Wind Water Light Select Pick Materials —
Skills ■ Playnel Combo Magic 2 ■ Soul of Mascot ■ An Elemental
Acquisition: Obtainable only through synthesis

0489 シャークステイル+1β Knife
Purchase price — Week 4150 Equipment パ
[Physical Attack 385 Integrity 00 Physical Defense Magical Defense Agility —
Attributes: Fire Earth Wind Combine P535 Materials —
Skills: ■Playnel Combo Magic 2 ■Kids Association ■In Elemental
Acquisition: Obtainable only by synthesis

049 Kouzi You Knife
Purchase price Telephone 4000 Equipment パ
Physical Attack 370 Magic Attack 300 Physical 50 Magic Defense 50
Attributes: Fire Earth Wind Water Light Mixed Combine P536 Material ○
Skill ■ Retsu Limiter
入手 Treasure at Suzan (→P234)

04911 Years Kouzi Wan +1 Knife
Buy price — Large 4350 Equipment パ
Physical Atk 405 Magic Atk 330 Physical Def 80 Fat 80 Agility
Attribute Fire Earth Demon Physical Refreshing Mouth Synthesis Material
Skill Gōretsu Ifficent Passive Safe
Obtainable: Only via synthesis

● Item Data / Main Weapon

0492 Cook the Fish Knife

Purchase price — | Sell Price 4950 Equipment Pa

Physical Atk 420 Magic Atk 350 Physical Def Magic Defen Agility —

Attributes: Fire, Earth, Water, Light, Garden; Synthesis P536 Material ○

Skills: ■Guardial Arts ■Fatal Exceed

Obtainable: Only via synthesis

0494 Flammers Knife

買値 8500 売 Price 4250 Equipment Pa

Physical Attack 395 Magic Attack 320 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light Synthe — Material ○

Skills: ■Crimson Lotus ■Cancel Plus 2

Acquisition: Shop · Myorz (→P243)

0496 Flammers+1β Knife

Purchase price — Stefi 5750 Equipment Pa

Physical Attack 450 Magic Attack 360 Physical Magical Defense Agility —

Attributes: Fire Earth Wind Synthesis P536 Materials —

Skills: ■Cancel Plus 2 Gambler's Soul ■Invalid Magic

Acquisition: Treasure · Great Deep Hollow Zone (P379)

0498 Winvee+1α Knife

Purchase price — Sell price 7250 Equipment Pa

Physical Attack 520 Magic Attack 425 Physical Magical Defense Agility 100

Attribute: Fire, Virtue, Wind, Water, Light, Garden Synthesis P537 Materials —

Skills Agility■Life Up ■Soul of Mascot

Acquisition Can be obtained only by synthesis

0500 Kansas Knife

Purchase price — Stefi 5500 Equipment Pa

Physical Atk 440 Magic Atk 360 Physical Def Magic Defense Agility —

Attributes Fire Water Light Garden Synthesis P537 Material O

Skills ■Hyper Form Up ■Gunner's Society

Acquisition Treasure Hercules (→P254)

0502 Cansas+1β Knife

Buy Value — | Sell Price 12000 Equipment Pa

Physical Attack 560 Magic Attack 435 Physical Magic Defense Agility —

Attributes Fire Earth Wind Water Synthesis P540 Materials —

Skill ■Hyper Form Up ■ Aerial Combo Plus ■Fatal Bonus 2

Acquisition: Obtainable only through synthesis

0504 Mercurialus+1 Knife

Buy P — Sell Price 13500 Equipment Ba

Physical Attack 600 Magic Attack 460 Physical Magical Defense Agility —

Attributes: Fire Water Light Mouth Crafting P540 Material —

Skill ■Spread ■Magical 3 Resist 3

Obtainable: Only via synthesis

0506 Capria+1α Knife

Purchase price — Selling Price 15000 Equip Pa

Phys Atk 620 Mag Atk 470 Phys Def — Mag Def — Agility —

Attributes: Fire, Earth, Wind, Water Crafting P540 Material —

Skills ■Special■ OVL Roll OVL ■Limit Bonus

Obtainable: Only via synthesis

0493 Cook the Fish +1 Knife

Purchase price Stefi 6000 Equipment Pa

Physical Attack 440 Magic Attack 355 Physical Magic Defense —

Agility —

Attributes: Fire, Earth, Wind, Water, Light, Garden; Synthesis P536 Materials

Skills: ■Guardial Arts ■Enduro ■Evasion 2

Acquisition: Obtainable only by synthesis

0495 Flammers +1α Knife

Purchase price — Sell Price 5750 Equipment Pa

Physical Attack 450 Magic Attack 360 Physical Defense Magic Defense Agility —

Attributes: Fire Earth Wind Water Light Forest (Garden?) Synthesis P536 Materials —

Skills: ■Guren (Crimson Lotus) ■Safety Bet Invalid Attack

Acquisition: Obtainable only through synthesis

0497 Winvee Knife

Purchase price — Sell price 4750 Equipment パ

Physical Attack 415 Magic Attack 340 Physical Defense Magic Defense Agility 100

Attributes: Fire Earth Water Light Forest (Garden?) Synthesis P540 Material ○

Skills: ■■Blonde Universe ■Cross Counter

Acquisition: Treasure · Baktion (→P248)

0499 Winvee+1β Knife

| Buy Value — Selling Price 7250 | Equipment Pa

Physical Atk 525 Magic Atk 420 Physical Def - Magic Def Agility 100

Attributes: Fire, Earth, Wind, Water 合成 P537 Materials —

Skills ■Blond Universe Mental Up Kids Association

Acquisition Can be obtained only by synthesis

0501 Kansas+1α Knife

Purchase price — Selling Price 12000 Equipment Pa

Physical 555 Magic Attack 440 Physical Defense Magic Defense Agility —

Attributes Fire Wind Water Light Earth Synthesis P540 Materials —

Skills ■Hyper Form Up ■Aerial Combo Plus ■Fatal Bonus

Acquisition Obtainable only through synthesis

0503 Mercurious Knife

Purchase price — 売値 6250 Equipment Pa

Physical Attack 470 Magic Attack 370 Physical Magical Defense Agility —

Attributes Fire Earth ??? Water Light Crafting P540 Material ○

Skill ■Spread Strength 3 Defend 3

Acquisition: Treasure - Zofel Iceblade Sea (→P258)

0505 Capria Knife

Buy Price 14000 Sell Price 7000 Equipment Pa

Physical Attack 490 Magic Attack 395 Physical Defense Magic Defense Agility

Attributes: Fire Earth Water Light Garden Synthesis P540 Material ○

Skills ■Special ■Plainel Speed Spell

Available at Shop: Zaphias No.124~ (→P151)

0507 Capria+1β Knife

買値 — Selling Price 15000 Equip Pa

Phys Atk 625 Mag Atk 465 Phys Def — Magical Defense Agility —

Elements Fire Earth Wind Water Light Synthesis P541 Materials —

Skills ■Playnel Speed Spell■ OVL Roll OVL ■Limit Bonus 2

Obtainable: Only via synthesis

0508 First day of the lunar month Knife

Purchase price Si 9500 「Equipment パ

Physical ATK 645 Magical ATK 250 Physical Def Magical Defense Agility —

Attributes Fire Earth Wind Water L Synthesis — Material —

Table Aquarius TP コンディES TP 5スキル3イシ

入手 Treasure · Shaoyu Bulu Palace (→P269)

0509 1 Tanabata Knife

Beauty 25000 売値 12500 Equipment パ

Physical ATK 595 Break ATK 460 Physical Def Magical Defense Effect 200

"Residence Fire Earth Wind Opening Synthesis — Material ○

Skill Gale Evasion 3"

Outside the large ship No.132~(→P192), Kari No.136~(→P217)

0510 ジューピタ+1α Knife

Purchase price — Forest 14500 Equipment パ

Physical Atk 615 Magical Atk 465 Physical Magical Defense 敏捷 200

Attributes Fire Earth Wind Water Refreshing Mouth P541 Materials —

Heaven Class Gale Eight One Direction One Down Also One Day

Obtainable: Only via synthesis

0511 ジューピタ+1β Knife

Purchase price — Child 14500 Equipment パ

[Physical Atk 640 Magical Atk 20 Physical Magical Defense 8,200

Attributes Fire Earth Wind Water Play Costume P541 Materials —

Light Light Gale Eight One Five One Card Book One Big Child

Acquisition: Obtainable only through synthesis

0512 スコピア Knife

買値 — 売値 14000 Equipment パ

Physical Atk 610 Magic Atk 465 Physical Def Magic Def Agility —

Attributes: Fire Earth Wind Healing Box P541 Materials ○

Medical ■八径へ3ヌy3 ■ ビリ

Handheld Treasure Craft Child three (→P278)

0513 スコピア+1α Knife

買値 — 売 fi 17,500 Equipment パ

Physical Atk 650 Critical Atk 480 Physical Def Provoke — Agility —

Attributes Fire □□ Water Pool Cue P541 "Materials —

Critical ■ Routine<3■HPソ之M評心 ンディシ no M2

Acquisition: Obtainable only via synthesis

0514 7+ スコピ Knife

Purchase Value Quality 17500 Equipment パ

Physical Attack 655 Magic Attack 5 Physical Magical Defense Defense Agility —

Attributes Fire Earth Wind Water Refreshing Taste Combined P541 Materials —

Table ■ou3 TP酵PM2

Obtainable: Only via synthesis

055 Kuサタ Knife

Purchase — Child 17500 Equipment パ

Physical Attack 645 Casting 480 Physical Def Defense 100 100 Meal

Attributes Fire Earth Wind Water Combined P541 | Materials ○

Skills Raging Quake ■Life Heal Immunity

Handheld Treasure Ritual one (→P281)

0516 サタンクロウ+1 Knife

Purchase price Child 18500 Equipment パ

Physical Attack 670 Magic 5 物防 100 魔防 100 Agility —

Attributes: Fire Earth Wind Water Light P541 Materials —

Skills: Raging Quake ■ Mental Heal ■ Effective

Obtainable: Only via synthesis

0517 1 two years Knife

Original 36000 売値 18000 Equipment パ

Physical Atk 665 Atk 510 Physical Def Magical Defense Agility —

| Attributes: Fire Earth Wind Water Synthesis — Materials ○

Machine Small one ふさ2 ■ Normalize ル

入手 Shop, オルニオ (→P286)

0518 ジェミニオ+1α Knife

Purchase price — 兒 19500 Equipment パ

Physical Atk 675 Magic Atk 520 Physical Def Agility —

Attributes: Fire Earth Wind Light Recovery Synthesis P541 Materials

Heaven's Eye ハ一2 ■HP カ八一例一ヌ ■ラ

Obtainable: Only via synthesis

0519 1 3 ミニオ Knife

買値 — Child 19500 Equipment パ

Physical Attack 680 Fragile Attack 50 Physical Magical Defense Defense Agility —

Attributes Fire Earth Wind Water Synthesis P541 Materials —

Sky ■ Unification ル ■TP Power 81 ■ ア 81 ヌ2

Acquisition Obtainable only by synthesis

052 837 ぅヌ Knife

Purchase price Child 26000 Equipment パ

[Physical Attack 695 Fragile Attack 550 Physical Magic Defense Agility —

Attributes: Fire, Earth, Wind, Water, Light, Yang Material —

The Sky Walkers ■ メ アップ2 ■ One-One-One Mysterious

Handheld Boshifer Mouth (→P293)

052 Talent Knife

| Buy Value — Child 34000 Equipment パ

Physic 0 Magic Attack 580 Physical Defense Magical Defense Agility —

Attribute Fire Earth Dark Punished | Synthesis Materials —

Skill: ■ Playnel Grace OVL Concentrate Recovering Guard

入手 『スキスキ♥ユーリ(3)』(→P341)

0522 スルメ Knife

Purchase price Sell Price — Equipment パ

Physical Attack 650 Magical Attack 600 Physical Def Magic Defense Agility —

Attributes: Fire Earth Wind Water Light Open Materials —

Skill: ■ Bust Security

入手 "Greatly stimulated" (→P337)

2 Star Sword Evening Outside ō Knife

| Buy Value — Sell Pr — Equipment パ

Physical Attack 0 Magical Attack 680 Physical Magical Defense Agility —

Attributes: Fire Earth Wind Water Light Aura Materials —

Skill: ■ Critical Hitter

The Tomb of Ruo Bao · Wang Qian (→P402)

● アイテタ/メ*ヘ weapon ~ messed up weapon

0524 ク ou Knife

Purchase price | Sell Price — | "Equipment Pa

Physical Attack 675 Magic Attack 590 Physical Defense Magical Defense Agility —

Attributes: Fire, Earth, Wind, Wa Synthesis — Materials —

Skill —

入手 Treasure · Observatory of Hope (→P400)

02 Fox Soul Blade ルヌ Knife

Purchase price | Sell Pr — | Equipment Pa

Physical Attack Magical Attack Physical Magical Defens Agility —

| Element Fire Earth Wind Water Synthesis — Material —

Skill ■Gamble Limits

Ai含 "Demon Sword (4)" (→P342)

サブ武器

There are 56 types of non-weapons in total. Like weapons, they can learn ル, so be sure to obtain them.

0526 バックラー Shield

Buy Price - | Selling Price 100, Equipment エ

Physical Attack 20, Fragile Attack 25 Physical Defense 25, Magical Defense 30, Agility 20

Attributes: Fire, Earth, Wind, Water, Light — [Synthesis] Materials —

Cow —

Acquisition Estelle starting equipment

0527 ラウンドシールド Shield

Purchase price — | Selling Price 250 | Equip エ

Geo 20, New Policy 25 Physical Defense 30 BAR 25 Agility —

Attributes: Fire, Earth, Wind, Wa Synthesis P528 Material —

スキル ■ガ Card Outside Worker Book—Card 2 ■-121 years old

Acquisition Obtainable only through synthesis

0523 Power Servant Once Shield

Purchase Price | Selling Price 360 | Equip エ,フ

Physical Attack 30 Magic Attack Physical Defense 45 | Magic Defense —

Attributes: Fire Earth Wind Water Light Diagram Materials P528 —

Ten ル ■ディフェン ■レジスト2 ■マジ

Acquired: Flynn's Starting Equipment

0529 Great Servant Once Shield

Buy price — | Selling Price 500 | Equip エ

Physical Attack 40 | Magic Att Physical Defense Fat 30 Agility —

Attributes: Fire Earth Light Diagram Synthesis P531 | Materials —

Skills: ■Happiness Sing ■Happiness Sing 2 ■Happiness Sing 3

Obtainable: Only via synthesis

0530 University 1st Year FF Shield

Purchase Price | Selling Price 500 Equipment fu

Physical Attack 40 Magic Att — Physical Defense 50 Fat 30 | Agility —

| Attributes: Fire, Earth, Wind, Water Synthesis P536 Materials ○

Skills: ■Happiness Sing ■Happiness Sing 2 ■Happiness Sing 3

Obtainable: Only via synthesis

0531 98ク Below ル Shield

Purchase price | Selling Price 1000 Equipment エ ou

Physical Attack 80, Politics 20 Physical Defense 0, Magic Defense 10, Agility

[Attributes: Fire, Earth, Wind Synthesis P533 Material —

Skills: ■Strength 2 Magical 2 ■Bane Reflect

Acquisition: Obtainable only via synthesis

Glue Eight Isoペリオ Shield

Purchase price | Weight 2150 Equipment エ,フ

Physical Atk 50 Magical Atk Defense 50, Fragile Defense 20, Agility —

Attributes: Fire, Earth, Wind, Water, Light Synthesis P541 Material —

Machine TPS TP ■コンディシ SoS2

Acquisition: Obtainable only via synthesis

0533 アイアンプレート Shield

Purchase — | 売値 2000 | Equipment エ,フ

Earth Politics Magical Attack Physical Defense 70 Magic Defense Agility —

属性 火 地 風 水 光 闇 Synthesis: "P537 Mater —

Performance 3 Observation under 3

Specialized worker Méiyú joined again when (No.126) equipment

0544 I-ichi 叉 Shield

| Buy Value | fi 3400 equipment エ

Physical Attack 40 Magic Attack 80 Magic Defense Agility —

Attributes: Fire Earth Wind Water Ha-dong P541 Materials —

Skills Survive Invalid Attack ■ Invalid Magic

Obtainable: Only via synthesis

0535 サンクチュアリ Shield

Purchase price — | Phone 3600 | Equipment エ

Physical Attack Magical Attack Physical Defense 60 魔防 60 | Agility —

Attributes Fire Earth Wind Water Synth Dark — [Materials —

Skill ■ Angel Call

入手 "Mujin Slash (→P352)"

0536 ネコガード

Shield

Purchase — | Sell Price 1250 Equipment エ

Physical ATK 15 | Magic Atk 15 | 15 Magic Defense 15 | 敏捷 60

Attributes: Fire, Earth, Windstor | Combined P541 | Materials —

Skills ■Pico Hammer Revenge■Loose-Less Soul

Obtainable: Only via synthe

0537 オーダーシールド

Shield

Purchase price | 売値 3750 | Equipment エ

Physical 60 Magical Attack | Electric Squid 60 Magic Defen Agility —

Elements: Fire Earth Wind Storm | Composite Cloth | Materials —

Table ■OVL Ku 対■OVL 81 OVL Below Return

Obtainable: Only via synthe

0538 Ku Iso Talent 8 Below

Shield

Buy Price Sell Price 600 Equipment エ

Physical Magic Attack Physical Defense 20 Magic Defense Agility —

Elemental: Fire Earth Wind Water Refresh Combined P532 Materials

Skills ■Heal Supply Guard Mental Supply Guard Reflect

Acquisition: Obtainable only by synthesis

0549 Hero の盾

Shield

Purchase price — | Sell Price 100 | Equipment エ

Physical Atk 50 Magical Atk | Physical Defense 50 base Magic Defense 2

Attributes: Fire, Earth, Wind/Water Light | Synthesis — | Materials —

Skill —

Eat special project "Loves Theater" (→P369)

004 2 Evening One Servant

Shield

| Purchase Price | Sell Price 100 Equipment エ

Physical Attack 50 Magic Attack - Physical Defense 20 Magic Defense

Element Fire Earth Wind Light Aura Synthesis — | Materials —

Skill —

入手 "ラ•Infinite New" (→P352)

0541 Pepper Servant Servant One Se

Shield

Purchase price | Sell Price — | Equipment エ

Physical 60 Magic Attack — | Physical Defense 60 Base | Agility Defens

| Element Fire Flame Wind Water Synthesis | Materials —

Ten 881,000,1KA881 | マジ KuKa One Card

入手 フレン Equip when re-added (No.150)

4 L56

Shield

Purchase Value | fi 5000 | Equipment エ

Physical Attack 90 Magic Attack 40 Physical Defense 100 | 80 Agility —

Element Fire Earth Wind Water Refreshing Taste | Synthesis — | Materials —

Skill —

Using "•Endless Slash" (→P352)

0543 71 Evening 11 儿 Below

Shield

"Purchase Value | Children's Noodles 2500 | Equipment エ

Territorial Administration 20 Magic Attack 20 Physical Defense 40 | Magic Defense 40 | Agility —

Element Fire Earth Wind Water Refreshing Taste | Synthesis — | Materials —

Skill: Recovering Guard

Be 手 フレン Equipped when rejoining (No.106)

0544 マスターシールド

Shield

Purchase price | | Sale Price 4000 | Equipment エ

Physical Attack Magic — | Physical Defense 20 Magic Defense Agility —

Attributes: Fire, Earth, Wind Critical Synthesis — | Material —

Skills Natural Recover S Spell Area

Equipped when returning to the house (No.126)

0545 ブラックレザー

Knuckle

Purchase price | Sell Price 100 | Equipment ユ

Physical Attack 25 Magic Attack | 物防 25 Pig Defense 25 成 20

Attributes: Fire, Earth, Wind, Water Synthesis Dark | Materials —

Chi —

入手 1 Step Initial Equipment

0546 ナ Ku几岁タチ

Knuckle

| Buy Value | Selling Price 340 Equipped ユ

Physical Attack 40 Magic Attack 50 Physical Defense 15 Magic Def

Attributes: Fire Earth Wind Water DEB Combined P528 Material —

Skill ■Backstepper Combo■Voltage■Attack Feint

入手 S•ハ Ji Mi ヌ (→P207)

FourテZ1So岁一

Knuckle

Purchase price | 売値 1100 | Equipment ユ

Physical 50 Magic Attack | Heat Resistance 35 Magic Defense 35 Agility 15 Agility

Attribute: Fireburn 水 凶 Mouth Combine P534 Material

Everyday Write One Step ■スゴ One Evening One Card ■So Position of Power One Card

Acquisition: Obtainable only by synthesis

0543 Evening Ni Outer Going Dow

Knuckle

Purchase price — | 売値 2200 Equipment | ユ

物攻 70 Magic Attack 30 10 Defense 10 Agility —

Attribute: Fire Earth Chang Violent Refresh Mouth Gold P537 Material —

Heaven Row Eight-One Technique Diagram 881-2 Diagram 881-3

Acquisition: Obtainable only by synthesis

0649 E Mu 77VH

Knuckle

Purchase price | Super 3450 | Equipment ユ

Physical Attack 20 Magic Attack Physical Defense Magic Defense Agility —

Attributes: Fire Earth Wind Water Light Spirit | Materials —

Ten ■ストl Age 74 ■ディフェ F3

Obtainable: Only via synthes

0550 Ages 1–2 756

Origin

| Buy Price Sell Price 110 Equipment リ

Physical Attack 25 Magic Attack 35 Physical Defense 20 Magic Defense 20 Hall 20

Attributes: Fire Earth Wind Water Light Synthesis Materials | Materials —

Skill —

Acquired: Rita's starter equipment

0551 アクアディンゲン

Origin

Purchase price — | Sell Price 310 Equipment | リ

Physical Attack 30 Magic Attack | 物防 20 | Defense 20 Agility —

Attributes: Fire, Earth, Wind, Water Synthesis P52 | Materials —

Skills: ■Happiness Sing ■Happiness Sing 2 ■Happiness Sing 3

Obtainable: Only via synthesis

●アムムーダデ⁺⁺Weapon フ

0552 ストームブリンガー Origin Ri
Buy price — | Sell Price 575 Equipment
Physical Attack 50 Fragile Attack Physical Defense Paralysis Resistance 20 Agility
[Attributes: Fire Earth Wind Combine: P531 Materials —
Skill ■ Spell Charge ■ Effective
Obtainable: Only via synthesis

0554 Fire Talent フガ Origin Ri
Purcha — Stef 2450 Equipment
物攻 40 Politics 80 Physical Defense Magic — Agility —
Attribute: Fire Map 水 光 闇 Synthesis P537 Materials —
Skills ■ Spell Charge 3 ■ Element Influence
Obtainable: Only via synthesis

0556 Ni no Yama Ichi Cat Dictionary Origin Ri
Buy Price - Sef 1500 Equipment
Physical Attack 魔攻 30 Physical Defense Magical Defense 敏捷 60
Attributes: Fire, Earth, Wind, Hea Combined P541 Material —
スキル ■マジックパーフェクト ■スピリッツ3
Obtainable: Only via synthesis

[0558 R11 Dagger
Buy va - Sa ce 450 uipme Re
Upgrade 50 Fragile Attack 40 [Physical Defense 15 Magic Defense
| Element Fire Earth Wind Water Light Sun Platform Service P531 Ma
Skill ■Happiness Sing■Happiness Sing 2■Happiness Sing 3
Acquisition: Obtainable only through synthesis

0560 ソードブレイカー Sword Re
Purchase price Tell 2900 Equipment
Atk 80 Atk 40 Physical Defense Magical Defense Agility —
Attribute: Fire, Earth, Wind, Water, Light P541 Material] —
Tianba ■ジルター另外一吵■アl ルミ ■アl January 2
Obtained Only by synthesis

0562 ブーツ Boots ジ
Purchase price Sell Price 320 Equipment
Physical Attack 40 Magic Attack 20 Physical Defense 40 Magic Defense Food 20
[Attributes Fire Earth Stream Gust Synthesis — Materials] —
Skill: ■Aerial Arts ■ Recovering ■ Appeal
Obtain Judith's initial equipment

0564 Many years child dagger one ル 靴 ジ
Purchase price Made 2050 Equipment
物攻 90 Magic Attack — Physical Defense 30 Magic Defense Agility —
Attributes: Fire, Earth, Wind, Water, Light Surface Synthesis P541 [Materials]
Skills: ■Happiness Sing■Happiness Sing 2■Happiness Sing 3
Obtainable: Only via synthesis

0566 Twenty-year-old Child Boots ジ
Purchase price Si 5000 Equipment
物攻 50 Magic Attack — Physical Defense Magical Defense 敏捷 70
Attribute: Fire, Earth, Wind, Water, Light Aura Synthesis P534 | Materials] —
Performance ■EJL2■アピールリミッツ ■アピールリミッツ2
Obtainable: Only via synthesis

0553 Blessing Manuscript Origin Ri
Purch — 兄 1900 Equipment
Physical 50 Elemental Magic Attack 70 Physical Defense Magical Defense Agility —
Attribute: Fire, Earth, Wind, Water, Refreshing P534 Mater —
Heaven Map ×ヘ Son Eleven 2 Mouth Eight Once Only
Obtained: Obtainable only by synthesis

0555 New Book Below Origin Ri
Purchase price 売値 3850 | Equipment
Physical Attack 0 Magic Attack 20 Physical Defense Magical Defense Agility —
Attributes: Fire, Earth, Wind Editor 合成 P541 Materials —
Skill: Levitation
Acquisition: Obtainable only through synthesis

Ro Hachi Dai Gyō Dagger
Buy Price - | Sale price 300 Equipment Re
Physical Attack 45 Magic Attack 40 Physical Defense 5 Fat 15 Agility 5
Attributes: Fire Earth Wind Synthesis — Material —
Skills ■Style Change■ Backstep Well Guard
Acquired: Raven starting equipment

0559 S Sid テ Dagger
Purchase price 売値 1825 | Equipment Re
物攻 70 Base Attack 30 Base Physical Defense 10 Magic Defense
Element Fire Earth Wind Water Mouth Pickup P537 Material
Heaven Sight メヂータカー■ンチクニ八一■ラ
Acquired: obtainable only through synthesis

0561 ミセリコルデ Dagger
Purchase price Price 7500 | Equipment Re
物攻 60 Magic Atk 40 Physical Def 10 Agility —
Prevention 10 Materials —
Attributes Fire Earth Wind Water Refreshing Mouth Combine P535
Skills ■Style Change 2 In Step Limiter
Obtained Only by synthesis

0564 Dragon Knight) Greaves Boots ジ
Purchase — | Sell Price 1200 Equipment
Physical Attack 65 物攻 10 6 45 Magic Defense — Agility —
Attributes: Fire, Earth, Wind, Courtyard, Synthesis Materials —
Skills: ■Aerial Guard■Aerial Magic Guard Step Away
Perf "Storage organization (Three 3/) (→P349)"

0565 1SりSo Boots ジ
Purchase — Talk 2750 Equipment
Physical Attack 20 Magic Attack Physical Defense Magical Defense Agility —
Attributes Fire Earth Wind Storm Refreshing Dish P541 Mater —
Skills: ■Aerial Finish ■Aerial Voltage
Acquisition: Only obtainable through synthesis

06 Dragon Flight Book Inserted into Stone Hug Strength
Buy price — Sell Price 90 Equip
Physical Attack: 30 Magic Attack 30 Fly Defense 30 Agility —
Attributes: Fire Earth Wind Water Light — Synthesis Materials —
Skill —
Acquisition: Caryl's starting equipment

BK50 also inserts stone target 鞄

| Buy Value — Stefil 4000 Equipment Strength

Physical 60 Magic Attack - 物防 60 Magic Defense — Agility —

Attributes: Fire, Earth, Wind Refreshing Total P528 Material —

Skills: ■Happiness Sing ■Happiness Sing 2 ■Happiness Sing 3

Obtainable: Only via synthesis

06 Old どんてenter target> Volume

Purchase price Ke 10000 Equipment Strength

Physical Attack 80 Magical Attack Physical Defe | Magic Defens Agility —

属性 火 地 風 水 光 闇 Shared Rent P532 Materials —

Skill Chicken Run ■ Chicken Heart Chicken Appeal

Acquisition: Only obtainable through synthesis

0570 鞄王 Run

Purchase price K 25000 Equip Strength

Physical Attack 20 Magic Attack Physic — Magical Defense Agility —

Attributes: Fire, Earth, Wind, Wa Synthesis P541 Material —

Skill Imitation Death ■ Critical Recover Good Job

Obtainable: Only via synthesis

0 West Chain Collar Neck

Purchase price | Sell Price 75 | Equip Ra

Terrain 20 Tiger Attack 20 Physical Def Magic Defense 30 ± 20

Attributes: Fire Earth Water Synthesis — Material —

Skill —

Main Light Initial Equipment

West Lower Division Colla Neck

買値 — Sell price 295 Equipment Ra

Physical ATK 25 Magic ATK 25 Physical DEF 25 Magic DEF 25 C 20

Element Fire Earth Wind Water Light Country Synthesis P528 Material

Skills ■Happiness Sing ■Happiness Sing 2 ■Happiness Sing 3

Acquisition Obtainable only through synthesis

0573 メタルカラー Neck

Buy price — Sell price 440 Equipment Ra

Physical ATK 30 Magic ATK 1040 魔防 40 Agility —

Element Fire Earth Wind Storm Gold Hemp P531 Materials —

Performance --- Yuan Outer Sand Pool -> ■バ

Obtainable: Only via synthesis

0574 グ Work one evening one Neck

Purchase price 売 fi 1450 Equipment Ra

Physical Attack 45 Magic Att 35 Defense 20 Fat 20 | Agility —

Element: Fire, Earth, Wind, Refreshing Synthesis P532 material —

Skill: Combo Plus

Obtainable: Only via synthesis

075 Work evening ナルリン Years Neck

| Buy Price Sell Price 1650 Equipment Ra

Land Politics 65 Magic Attack 35 Physi Magical Defense Agility —

Element: Fire, Earth, Wind, Storm, Refreshing Total P537 Materials —

Skill: Invalid Attack, Invalid Magic

Acquisition: Obtainable only through synthesis

05763 OKing Neck

Purchase price Se 3600 Equipment Ra

Physical Attack 00 Magic Att Physical Defe 77 Magic Defense 50 C 20

Elements: Fire, Earth, Wind, Water Synthesis P541 Material —

Machine ■ Memory Juice One line ムX乀 outside one day

Acquisition: Obtainable only through synthesis

0 [Night Pirate Gun · First Battle] Gun

Purchase price Sell Price 1000 Equipment Pa

Physical 50 Magic Attack 50 Physical Def Magical Defense 敏捷 20

Attributes Fire Earth Wind Chicken Mouth Synthes Materials —

Skills ■Happiness Sing ■Happiness Sing 2 ■Happiness Sing 3

Obtained Patty Starting Equipment

073 Pirate Gun • Crimson Radiance Mirror

Purchase price Sell Price 1500 Equipment Pa

物攻 60 魔攻 60 Physical Defense Magic Defense 1 Agility —

Attribute: Fire, Earth, Wind, Wat Shared Use P541 Material —

Skills ■ Advance Combo Plus ■ Pleinel Combo Magic Play Nel Magic Select

Acquisition: Obtainable only through synthesis

0 Branch Pirate Gun • Azure Mirror

Purchase price Phone 3000 Equipment Pa

Physical Attac Magic Attack 20 Physical Def Magical Defense Agility —

Attribute: Fire, Earth, Wind, Water Sum P537 | Material —

Skills ■ Advance Canceller ■ Pleinel Magic Cancel ■ Critical Make Up

Obtainable: Only via synthesis

0580 Pirate Gun · White W Mirror

買値 — Sell Price 4000 Equipm Pa

物攻 60 Magic Attack — Physical Defense 60, Magic Defense Agility —

Elements: Fire Earth Wind Storm Synthesis 【Materials —

Skills ■Female Company ■Guard Reflect Vein Reflect

入手 "•Infinite New" (→P352)

[058 Pirate Gun · Black Thunder 銃

Shop — Ef 6000 Equipment Pa

Physical Attac 20 Magic Attack Physical Defense | Magic Defen Agility —

Attribute: Fire, Earth, Wind, Water Synthesis Refreshing Materials —

Machine ■リミ yy for one eight one down cover one by picture eight one one branch

Blu 【No.145 The Girl's True Identity】

Head Armor

There are four types of headgear: circlet, hat, and ribbon.
Ribbons all have high magic defense.

0686 Leather Helm

兜

| Buy Price 150 Sell Price 75 Equipable: Yuri, Karol, Repede, Flynn

Physical Defense 6 Magic Defense — "Synthesis" [Materials ·

Acquisition: Yuri, Karol starting equipment; Shop - Zaphias (→P150)

0687 Iron Sallet

Helmet

Buy Price — | Sell Price 120 Equipable: Yuri, Karol, Repede, Flynn

Physical Defense 12 Magic Defense — Resistances — Synthesis P527 Material 1

Acquisition: Obtainable only through synthesis

0688 Amet Helm

Helmet

Buy Price 530 Sell Price 265 Equipable: Yuri, Karol, Repede, Flynn

Physical Defense 20 Magical Defense — Synthesis P527 Material 1

Acquisition: Shop - Kapua Nohl (→P174), Treasure - Efmid Hill (→P171)

0689 Safety Helm

Helmet

Buy Price 700 Sell Price 350 Equipment Kare

Physical Defense 32 Magical Defense Resistance Synthesis P528 Materials -

Acquisition: Raven starting equipment

0690 Knight Helm

Helmet

Buy Price 1450 Sell Price 725 Equipment: Yuri, Kyle, Repede, Flynn

Physical Defense 44 Magic Defense 12 Resis Synthesis: P531 Material 1

Acquisition: Flynn starting equipment; shop - Nordpolica (→P216)

[0691 Silver Helm

Helmet

Buy: 1700 Sell: 850 Equipment: Yuri, Kyle, Repede, Flynn

Physical DEF 56 Magic DEF 20 Resistance Synthesis: P532 Material 1

Acquisition: Shop - Mantaik (P222)

0692 Duel Helm

Helmet

Buy: 2000 | Sell: 1000 Equipment

Physical DEF 68 Magic DEF 20 Resistance Synthesis: P534 Material 1

Acquisition: Shop - Dangrest No.88~ (→P192), Nordpolica No.136~ (P217)

0693 Mithril Helm

Helmet

Buy: 2700 Sell: 1350 Equipment Yu, Ka, Re, Fu

Physical Defense 80 Magic Defense 16 Resistance 合成 P535 素材 One

Acquisition Shop · Myolzo (→P243), Treasure · Egosaw Forest (→P240)

0694 Rare Helm

Helmet

Price 5500 Sell Price 2750 Equipment Yu, Ka, Re, Fu

Physical Defense 108 Magic Defense 24 Resistance Synthesis P541 Material One

Acquisition Shop · Dungrest No.132~ (→P192), Nordpolica No.136~ (P217)

0695 Nightmare Helm

Helmet

Purchase price — | Sell Price 1690 Equipment Re

Physical Defense 92 Magic Defense 22 Nature Synthesis P536 Material 1

Acquisition Only obtainable through synthesis

0696 Golden Helm

Helmet

Buy Price 4200 Sell Price 2100 Equippable by: Yuri, Karol, Repede, Flynn

Physical Def 102 Magic Def 24 Resistance Synthesis P537 Material 1

Obtainable: Shop - Zaphias No.114~ (→P263), Treasure - Mount Temza (→P234)

0697 Dragon Helm

Helmet

Buy Price 6800 | Sell Price 3400 Equipment Yu, Kare, Fu

Physical Def 114 Magic Def 21 Resistance Synthesis P541 Material 1

Obtainable: Shop - Orinion (→P286), Treasure - Relewize (→P281)

0698 Place Helm

Helmet

Buy Price — Selling price 5000 Equipment Strength

Physical DEF 126 Magic DEF 22 Resistance "Synthesis" — Material 1

Acquisition "The Mujin Cut" (→P352)

0699 Glorious Helm

Helmet

Purchase price — 売値 5000 Equipment Re

Physical DEF 130 Magic DEF 26 Resistance [Synthesis] 素材 —

Acquisition "The Mujin Cut" (→P352)

0700 Hyper Helm

Helmet

Buy Price — Selling price 5000 Equipment

Physical Defense 140 Magic Defense 30 Resi Synthesis P541 Material One

Obtainable: Only via synthesis

0701 Sacred Helm

Helmet

Purchase price — Sell Price 2500 Equipment Fu

Physical DEF 110 Magic DEF 40 — Synthesis — Material ·

Acquisition: When Flynn rejoins (No.126) Equipment

0702 General Helm

Helmet

Shop - Sell Price 6000 Equipment Fu

[Physical DEF 135 Magic DEF 50 Resistance All attributes +20 541 Material 1

Acquisition: Obtainable only through synthesis]

[0703 Kachusha

Circlet

Buy Price 130 | Sell Price 65 [Equipment: Eri, Ji, Pa

[Physical DEF 5 Magic DEF Resistance — Synthesis: Materials] —

Acquisition: Estell starting equipment, Shop - Zaphias (→P150)]

[0704 Bronze Circlet Circlet

| Buy: 480 Sell: 240 Equipment: Eri, Ji, Pa

[Physical DEF 16 Magic DEF 6 Resistance] Synthesis: P527 Material 1]

[Acquisition: Rita starting equipment, Shop - Capua Knoll (→P174)]

0705 Iron Circlet Circlet

Buy Price 220 | Sell Price 110 Equipment: Elli, Yuri, P. (Eli, Ji, Ba)

Physical Defense 10 Magic Defense 6 性

— [For Synthesis P527 Material 1

Acquisition: Shop - Aspio (P164), Treasure - Quoi Forest (→P160)

[0706 Cat Hairband]

Circlet

Purchase price [Sell: 200 Equipment] Ri

[Physical DEF 18 Magic DEF 8 Resistance] Synthesis P528 Materials -

[Acquisition: Gachakoro on Nam Islet (50 chips) (→P367)]

[0707 Silver Circlet

Circlet

Purchase price 1550 | Sell price 775 Equipment: Elly, G, Patty

Physical Defense 48 Magic Defense 32 Resistances

Synthesis P533 Material 1

Acquisition: Judith starting equipment, Patty on rejoining (No.79) equipment, Treasure: Cado

0703 一歩ーク サークレット
Purchase price | Sell price 325 | Equipment エ
HP 26 Fatigue 4 Resistances — Combination P529 Translation
入手 Shop Evening Ahead (→P191)

0709 ヘッドドレス サークレット
買値 1180 | Sell Price 590 | Equipment エ
Blanket 38 Europe 18 耐性 — Combination P532 Mulberry
Life Shop, Cary (→P216)

W0 Three ヌ Few Twenty-one Ku Outside Twenty-one Death Outside
Member 2400 | Sell Price 1200 | 装備 エ、リ、ジ、パ
[Physical Defense 76 Paralyze 26 — (See P535 Sweet Juice Three
入手 Shop Three Days (→P243), Treasure · Work One's Forest (→P241))

03-1 Ku Art ヌ Below Twenty-one Death Outside
Large 4200 Sell 2100 Equipment ジ
Sweet Defense 80 Clothing 40 耐性 Light 30 Synthesis P541 Certified
入手 Shop Evening's No.132~ (→P192), Power No.136~ (P216)

WE一下ーク下 Twenty-one One De Outside
Phone 3600 | Selling Price 1800 | Praised Goods Worker, Eight
Physical Defense 79 Paralysis Defense 44 Resistance (Figure Courage P537 Equipment One
入手 店·ザーフィアス No.124～(→P263)

0713 クリティアンリング Twenty-one Outside
Purchase price — | 売値 2500 | Equipment ジ
物防 86 魔防 52 耐性 — Synthesis P541 Translation 1
One of the National Treasures せ (→P280)

0714 ブラチ Great 21 クロ outside 21 yuan outside
Phone 6200 Sell price 3100 Holiday work, eight ジ
Good 奋P541 Confirm
Trans 93 Euro Defense 51 — 【奋P541 Confirm】—
Blue shop, only two talents (→P286)

WEIV Evening child one year old 21 yuan outside
Buy price — | Sell price 5000 Equipment ㅁ
Physical Defense 103 56 耐性 Fire Earth Wind Water 15 Material 1
Blue '' ⁺⁺· Endless Slash by (→P352), Treasure ク one 毛 ク Great Forest (→P195)

WG Evening リッジ 21 yuan outside
Purchase price | Sell Price 5000 | Equipment ジ
Goods 11 魔防 47 耐性 — 合成P541 素材 —
入手 宝·タルカロン(→P291)

0717 《Strength child 斤 5 Twenty-one Death Outside
Purchase price | Sell Price 5000 | Equipment エ
物防 118 魔防 70 耐性 火水40↑ 合成P541 素材 —
Obtainable: Only via synthesis

0718 アンカーサークレット サークレット
買値 | 売値 1750 | 装備 Pa
物防 75 魔防 50 耐性 水401 合成 — Materials -
入手 Baor in the Rock (→P239)

0719 エクリプス Twenty-one Ku'er サークレット
Purchase Price - | Stefi 7500 Equipment Pa
O 9 0 O 耐性 Water 80 (Physical Attack, Magical Attack +20)
Blue Life "Grass Endless Slash (→P352)"

002 Second down Hat Hat
Purchase Price 100 | Sell Price 50 | Equipment All members
Physical [Def 4 Fat 2 Resistance — Synthesis — Material 1
Dragon ラビ Some starting equipment, shop⁺⁺→ヌ (→P150)

0721 シャープカ Hat
Width 180 | Sell Price 90 | 装備 ユ、カ、レ、ラ、フ
Physical [Def Fat 3 Resistance — □P527 Three
Night shop, Bayuan Yuan (→P162)

Four ラウンドベレット Hat
Purchase Price | Sell Price 300 | 装備 ユ、カ、レ、ラ、フ
Eu 25 魔 Min 8 耐性 Wind 201 Select P528
Blue-gold jewel strive for evening ム (→P184)

0723 ファインベレット Hat
Buy price 880 | Sell price 440 | 装備 ユ、カ、レ、ラ、フ
C 防 32 Fat 22 耐性 Ground 201 Combined applicable P530 translated material -
Carpet also 手 Shop, Only F No.63~ (→P188)

0724 88 Road Hat
Buy Value — | Sell price 550 Equipment カ、バ
Intes 40 Fat 29 Medical 耐性 Water 401 Jiong and P530 Translation
Jinbao Yemei Number (→P213)

0725 グリーンベレー Hat
Buy 3300 | 売値 1650 | Devices, Offices
Sweet 80 Points 36 Sweetness — Jiong Dan P537 Eyeba
Guanlan Cover Shop: Eight Yuan No.118~(→P162)

B's Journey イングベレ Outside Hat
Qty 1900 | Sell price 950 | "Equipment ㅁ
Eu 68 魔防 32 耐性 — "Synthesis P535 Material
入手 In store Three days (→P243)

0727 Jashu 18si Hat
Profession 3900 Sell price 1950 | Figure 1, document、ラ、フ
Carpet Skill 92 Part 40 Resistance — (Figure dish P542 Recognized material -
入手 Shop Evening's No.132~(→P192), Ikariki No.136~(P216)

0728 9818 down Hat
Width 1350 Sell Price 675 | 装備 1, Strength, Usable
Cloth 46 Parts 24 Origin 耐性 — Synthesis P533 -
入手 Store Yuyu (→P222), Treasure: Karla's Throat (→P220)

02 Dog Mask Hat
Purchase price | Selling price 5000 Equipment ㅁ
Western Goods 124 General Stand 62 Earth Wind 50 Wheel selection P542 Talk:
Gold Treasure: Yuerkou (→P290)

0730 Rice So Ribbon
Buy Price 260 | Shell Price 130 | 装 Pick Work, Six, Eight
[Physical Def] [Magic Def 12 Resistance Fire101 Select P527 Identified
Blue Lantern Shop · Eight-something Yuan (→P162)

Lin Xing He Shu Ribbon
Buy price — | Sell Price 340 | Zhuangzhou Foreman Yunba
[Physical Def Magic Def 20 Added Attribute [Synthesis see P528 Translation
Acquisition: Obtainable only through synthesis

● Corpse Walk レータ / Head Armor ~ Body Armor

0732 81 ブルリボン So — Ribbon
Purchase price | Sell Price 425 | Equipment: Eli, Jira, Ba
[Physical Defense Defense Boost 26, Turn Speed? 間20 | Hot P528, Critical Material
Gold Treasure Strength Child Technique クム (→P185)

0733 ヲ 1 ku of — Ribbon
買値 1000 | Sell Price 500 | 装備 エ､リ､ジ､ラ､パ
Physical Defense - Magic Defense 36 | Global P530 Please T
Blue or eight days ヽ early equipment, available in shop F No.63~ (→P188)

0734 ブルーリボン — Ribbon
Original 1300 Sell Price 650 | Ziyang Work, Six, Eight
[Physical D Magic Defense 45 Resistance Water 201 e/Map Dan P531 Exhibit
入手 Shop • Cal (→P216)

0735 セレブのリボン — Ribbon
Buy price — | Sell Price 835 Equipment Ra
Physical Design Defense 38 — | Removal Technique P533 Request Mate
Obtainable: Only via synthesis

East West ライブリボン — Ribbon
Buy 1800 Sell Price 900 | Yoshida Foreman ラ
[Physical Defense 66 耐性 — | (Synthesis P534 Tongue.
Outside the blue shop No.88~(→P192), Yilla Li No.136 ~(P217)

0737 IV So Evening Brush So — Ribbon
Member 3950 | Sale price 1975 Goods Worker ジ､ラ
Physical defense - Fat 78 Fire Earth Wind Water 30 P537 素材 —
入手 Shop ++><ヌ No.124~(→P263), Treasure • Xi'er mouth (→P293)

WE Power So — Ribbon
買値 6500 SE 3250 | Equipment エ
[Physical Defense defense 耐性 — | (Illustration engraving P542
入手 Shop • Cai'er Er Cai (→P286), Treasure • Xi'er mouth (→P290)

0739 1W So Supplement Ku As One — Ribbon
Buy value — | Sef 5000 | Equipment Ra
[Physical defense 00 耐性 | Light Pavilion 201 Heat-removed P542 Equipment
National Treasure Xi (→P291)

Body Armor

Body armor that increases defense is often obtainable from shops or synthesis.
Be sure to check in every new town.

0582 レザーメイル — Armor
買値 250 Sell Price 125 | Equipment 1. Strength
[Physical Defense 3 Magic Defense 4 Resistance "Synthesis 素材 —
入手 All initial equipment, shops • 合成 (→P150)

0583 ハードメイル — Armor
Buy Price 400 Sell Price 200 | Equip 1. Strength
Item [Defense 24 Magic Defense 8 耐性 | Certificate P526 Recognition One
For examinees' initial equipment, shop • manufacturing fortress (→P158)

0584 リングメイル — Armor
Buy Price 600 | Sell Price 300 | Equipment 1, handling, フ
Physical Defense: 40 Fat 14 Affinity — | Hot P527 Sweet Material
Blue Shop - Baba (→P162)

0535 77 Chinese localization — Armor
Buy Price 850 Sell Price 425 | Equipment ユ
Intestine 60 Crispness 耐性 — | Silver P527 Equipment-
入手 Shop ヌTalent (→P164)

058 u Gong イ Culture — Armor
Buy Price 1170 | Sell Price 585 | Equipment 1, handling, フ
Item 72 Fat 19 Country 耐性 — | □P527 Certified —
入手 Shop Door 1 (→P174)

0587 5 5V ザー — Armor
Buy Price — | Sell P 750 | Equipment ユ､カ､フ
Euro Part 85 Euro Part 213 — | (Illustration Country P528 One
入手 Treasure • Power Skill Ku 54 (→P185)

0583 1wei Transformation — Armor
Member Price 1900 | Sale Price 950 | Equipment 1, handling, フ
Europe 98 Clothing 22 耐性 — | (Ball P528 Recognized
Production Shop Personnel (→P188)

0589 ブレストプレート — Armor
Member 2400 Sale Price 1200 | Equip ユ､カ､フ
i.e. 112 魔 Fraction 耐性 — | □P529 Recognized Material -
Incense Shop • Yuzenosaki Lower (→P191)

0590 Next Step — Armor
Purchase price | Sale Price 1425 | Equipment 1, Strength, フ
European goods 1323 points 34 — | See P529 ー
入手 Treasure フ Mouth below (→P203)

0591 ナイトアーマー — Button
Buy 3470 Sefi 1735 | Equipment ユ､フ
物防 144 points 44 耐性 Light +30 | Synthesis P531 Materials -
Blue initial equipment, Shop Kari (→P216)

露 No.77 Step One — Error
Buy value — | Sell Price 1950 Equipment Strength
Physical Defense 155 Clothing 46 Medical Fire 30↑ | Certificate P531 Certificate
Acquisition Only obtainable by synthesis

0593 Ba yawu Er — Armor
Purchase price — | 売値 2250 | Equipment ユ､カ､フ
Remove 176 魔防 52 E 耐性 — | Synthesis P533 Translation.
Acquisition Only obtainable by synthesis

0594 フルプレート
Shop — 売値 2850 Equipment 1, Strength, ヌ
Ite 防 186 clothing 58 耐性 — Synthesis P533 Translatio
Obtained Only obtainable through synthesis

0595 ゴシックプレート
Member 6300 Exposure 3150mm Equipment 1, カ、フ
Europe 198 Fat 70 Resistance — Pool cue P534 Equipment -
入手 Shop exterior ヌ No.88~(→P192), Strength No.136~(P217)

0596 ≦21 ル once
| Buy price 7200 Sell price 3600 Equipment ユ、カ、フ
Blanket 210 Fat 4 Resistance — Synthesis P535 Materials
入手 Store three yen/ (→P243), Treasure Line (→P248)

0597 レアプレート
Width 12500 売値 6250 Equipment ユ、カ、フ
Translated 266 Fat 80 耐性 — Synthesis P542 Recognize
入手 Shop Evening Outside No.132~ (→P192), One Card ポリカ No.136~(P217)

0598 ゴールドアーマー
買値 11000 売値 5500 Equipment ユ
Defense 2543 防 80 耐性 — [Anniversary P537 Equipment
入手 店·ザーフィアス No.124~(→P263)

0599 Arts ディペイント
Purchase Value Phone 4750 "Equipment 1, Office, ヌ
Item [Def 239 Fat 79 Durability — Platform and P537 Sweet material one
入手 Treasure, ~7 meters sea (→P259)

0600 JZV ku
買値 — Telephone 4000 Equipment 1, Strength, e
Blanket 224 Fat 79 Year — According to P536 materials
National Treasure's Death o (→P253)

060 day so culture
買値 14000 fi 7000 equipment ユ、カ、フ
Pine 290 3 96 Fire Earth Wind Water 20 ↑ 合成 P542 素材 —
Blue shop, only two talents (→P286), Treasure·Evening child power mouth (→P291)

0602 151 wu イル
Purchase price 売値 6500 Equipment ユ
物防 278 魔防 76 耐性 Fire 301 P542 Inspection material
入手 Treasure t (→P281)

0603 マム·ベイン
買値 — Sell price 8000 ユ、カ、フ
Blanket defense 300 Fat 65 耐性 Fire Water Light 20 P542 Equipment 素材 ○
入手 Treasure タルロ (→P294)

0604 マム·ベイン·エアル
Buy price — 売値 10000 Equipment 1. Strength, ō
物防 310 魔防 68 耐性 Fire Water Light 20 合成 Episode 542] —
Obtainable: Only via synthesis

0605 2 Evening yīwèi transformation
Purchase value — Item 10000 Equipment Strength
Secret 330 Fat 70 Sweetness — Synthesis Materials-
Blue-style [⁺⁺·Infinity Slash] (→P352)

0606 88 yīzī yòu yī
Buy price — Episode 20000 Equipment
Physical Defense 340 Fat 72 All Attributes +20 合成 P542 素材 —
Lan Sheng [⁺⁺·Endless Slash U] (→P352)

0607 Seven ku descended yīqī
Purchase value Selling Price 7500 Equipment
物防 240 in-stock 10 耐性 — ["Synthesis One
入手 フレ Equipment when re-added (No.126)

[0608 Work Collar Child アーヤー
Purchase price Phone 22500 Equipment
Eu 330 魔防 120 耐性 All Attributes +20 合成 P542 素材 —
Lan Jin [⁺⁺·Endless New] (→P352)

0609 レザーガード
Purchase 150 Sell P 75 Equip エ、レ
Blanket 10 map 12 test — 合成 — 素材 —
Professional work メムル initial equipment, shop · ⁺⁺ one><ヌ(→P150)

0607 So one below
Purchase value 360 Selling price 180 Equipment エ、レ
防 16 魔防 16 耐性 — Use P526 to identify
Blue Scraping Shop • Fortress of Heaven (→P158)

6 Work So one below
Purchase 550 Selling price 275 Equip エ、レ
Rare 26 26 魔防 耐性 — ☐P527 Violent
Observation shop: Ba Yuan Yuan (→P162)

2 Ni Strength once
Buy price — Sell Price 660 Equipment エ、レ
Blanket removal 54 Livelihood — [Combined Business P528
Acquisition: Raven starting equipment

0613 ハーフガード
Purchase value 800 | Sale Price 400 Equipment Ele
Secret Points 35 Material One 耐性 — Pool Table P526 Violent One
入手 Shop already owned (→P164), Treasure • Sand Ruins (→P166)

0614 ブレストガード
Purchase 980 Selling Price 490 Equipment エ、レ
Blanket 66 Clothing 50 耐性 — (and P527 Certification One
入手 ·カプワ· Yi'er (→P174)

0615 ロイヤルガード
Telephone 2200 Sale Price 1100 Equipment エ
Item 76 Physical Defense 84 Aperture 101 See P528 1 素材
Closed Shop Talent - F (→P188)

0616 バトルガード
Buy Price 2150 Sale Price 1075 Equipment エ、レ
Physical Defense 92 Stock Defense 34 — Synthesis P529 Translation
入手 Shop Front (→P191)

0617 シルバーガード
買値 4000 売値 2000 Equipment エ、レ
Defense 142 Four 102 耐性 — Synthesis P533 素材 One
入手 Shop Yuyo (→P222)

0618 Mighty Guard

Guard

Value 3150 Sale price 1575 | Equipment Ele

Physical Defense 115 Magic Defense 88 Resistan 合成 P531 素材 —

Obtained: Shop - Nodepolica (P216), Treasure - Throat of Cados (→P219)

0620 Phoenix Guard

Guard

Purchase price — Sell Price 2100 | Equip Re

Physical Defense 148 Magic Defense 115 Resistance Fire 40 Synthesis P533 Material 1

Obtained: Treasure - Cogol Desert (P224)

0622 Princess Guard

Guard

Buy: 12,500 Sell: 6,250 | Equipment エ

Physical Defense 228 Magic Defense 159 Resistance Earth/Wind 30 Synthesis P537 Material 1

Obtainable: Shop · Zaphias No.124~ (→P263)

0624 Elemental Guard

Guard

Buy Price 9900 Sell Price 4950 Equipment Ele

Physical DEF 212 Magic DEF 148 Resistance Fire Earth Wind Water 201 Synthesis P538 Material 1

Acquisition Shop · Haruru No.118~ (→P162)

0626 Rare Protector

Guard

Buy Price 1300 Sell Price 6500 | Equipment Ele

Physical DEF 235 Magic DEF 160 Resistance Synthesis P542 Material 1

Acquisition Shop · Dangrest No.132~ (→P192), Nordpolica No.136~ (P217)

0628 Prism Protector

Guard

Purch — Sell price 8250 Equipment Ele

Physical DEF 260 Magic DEF 178 Resistance | Synthesis P542 Material 1

Acquired from Treasure · Tarcarlon (P295)

0630 Imperial Guard

Guard

Buy/Sell Price 10000 Equipment エ

Physical Defense 272 Magic Defense 194 Resistance Light/Dark 201 Synthesis Material 1

Acquired from "The Mujin Slash" (→P352)

0632 Amber Cloak

Cloak

Buy price Sell price 410 | Equipment 곤

Physical DEF 36 Magical DEF 50 Resistance | Synthesis P527 Material 1

Acquisition: Treasure - Shykos Ruins (→P166)

0634 Feather Cloak

Cloak

Buy price — Sell price 600 | Equipment 곤

Defense 56 Magic Defense 60 Resistance 201 | Synthesis P528 Material 1

Acquisition Obtainable only through synthesis

0636 Magical Tunic

Cloak

Buy price 2000 Sell price 1000 | Equipment 곤

Physical Defense 72 Magic Defense 88 Resistance Synthesis P528 Material 1

Available at shop: Heliod (→P188)

0638 Witch Dress

Cloak

Buy: 2200, Sell: 1100 | Equipment 곤

Physical DEF 80, Magic DEF 80, Resistance | 合成 P529 Materials -

Available at shop: Dungrest (→P191)

0640 Mithril Cloak

Cloak

Buy: 7000, Sell: 3500 | Equipment 곤

Physical Defense 130 Magic Defense 150 Re | Synthesis P535 Materials -

Acquisition Shop · Myoruzo (→P243)

0619 Mithril Guard

Guard

Buy Price 7800 Sell Price 3900 | Equipment Ele

Physical Defense 178 Magic Defense 134 | Synthesis P535 Material 1

Obtained: Equipped when Raven rejoins (No.110), Shop - Mjolzo (→P243)

0621 Gothic Guard

Guard

Buy: 6,300 Sell: 3,150 | Equip Ele

Physical Defense 162 Magic Defense 122 Resistance Synthesis P534 Material 1

Obtainable: Shop · Dangrest No.88~ (→P192) Node Polica No.136~ (P217)

0623 Diamond Guard

Guard

Purchase — Selling price 4400 | Equipment Ele

Physical Defense 195 Magic Defense 146 | Synthesis P536 Material 1

Obtainable: Treasure · Zopher Frozen Blade Sea (→P259)

0625 Moon Guard

Guard

Buy Price — Sell Price 6000 | Equipment Ele

Physical DEF 216 Magic DEF 152 Resistance | Synthesis P538 Material -

Acquisition Treasure · Zaphias Castle (→P263)

0627 Rune Jacket

Guard

Buy Price 14400 Sell Price 7200 | Equipment Ele

Physical DEF 250 Magic DEF 174 Resistance Fire Earth Wind Water 201 Synthesis P542 Materials

Acquisition Shop · Ornion (→P286)

0629 Glorious Guard

Guard

Purchase price Sell price 10000 Equipment Re

Physical DEF 280 Magic DEF 184 Attribute Wind 30 | Synthesis P542 Material 1

Acquired from Treasure · Tarcarlon (→P294)

0631 Cloak

Cloak

Buy price 720 | Sell price 360 | Equipment 곤

Physical DEF 24 Magical DEF 44 Resistance | Synthesis — Material 1

Acquisition: Rita's starting equipment, Shop - Aspio (→P164)

0633 Silk Cloak

Cloak

買値 900 Sell price 450 | Equipment 곤

Physical DEF 44 Magical DEF 54 Resistance | Synthesis P527 Material -

Acquisition: Shop - Capua Noll (→P174)

0635 Cocktail Dress

Cloak

Purchase — Sell price 675 | Equipment Ri

Physical Defense 68 Magic Defense 74 Resistance Synthesis P528 Material

Acquisition Treasure: Carbocram (→P185)

0637 Silver Cloak

Cloak

Buy: 4400 Sell: 2000 | Equipment 곤

Physical DEF 115, Magic DEF 130, Resistance | Synthesis P533 Materials -

Available at shop: Mantique (→P222)

0639 Holy Cloak

Cloak

Buy/Sell: 4300 | Equipment 곤

Physical DEF 91, Magic DEF 109, Resistance | Synthesis P529 Materials -

Available as treasure: Gasfarost (→P205)

0641 Midiplaus

Cloak

Buy Price Sell Price 1650 | Equipment 곤

Physical 102 Magic Defense 117 Resistance | Synthesis P531 Materials 1

Acquisition Obtainable only via synthesis

0642 Mermaid Cloak

Cloak

Purchase price — Sell Price 3800 Equipment 리

【Physical Defense 142 Magic Defense 158 Resistance Water 3 合成 P535 Material 1

Acquired: Jewel - Baktion (→P248)

0643 Platinum Cloak

Cloak

Purch — Sell Price 4200 Equipment 리

Physical DEF 148 Magical DEF 170 Resistance Synthesis P536 Material 1

Obtainable: Only via synthesis

0644 Gothic Dress

Cloak

Purchase price — Sell Pr 3150 Equipment 리

DEF 124 Magical DEF 138 Resistance Synthesis P534 Material 1

Obtainable: Only via synthesis

0645 Mirage Cloak

Cloak

Buy Price 9000 Sell Price 4500 Equipment 리

Physical DEF 152 Magical DEF 1 Light 10 stance Synthesis P538 Material -

Acquired Shop · Haruru No.118~ (→P162)

0646 Elder Croak

Cloak

Buy Price 9300 Sell Price 4650 Equip 리

Physical Defense 160 Magic Defense 168 Resistance 合成 P538 Material 1

Obtainable Shop: Zaphias No.124~ (→P263)

0647 Moon Croak

Cloak

Purchase price — Sell Price 5000 Equipment 리

Physical Defense 164 Magic Defense 186 Gender 201 Synthesis P538 Material 1

Obtainable Treasure: Zoude Unassailable Palace (→P267)

0648 Elemental Cloak

Cloak

Purchase Price — Sell Price 5900 Equipment Li

Physical Defense 172 Magic Defense 194 Resistances Fire Earth Wind Water 15 Synthesis P542 Material

Acquisition Obtainable only by synthesis

[0649 Rune Cloak

Cloak

Buy Price 13200 Sell Price 6600 | Equipment 리

Physical Def 184 Magic Def 208 Resistance Fire Earth Wind Water 201 Synthesis P542 Material –

Acquisition Shop・Ornion (→P286)

0650 Empress Dress

Cloak

買値 — Sell Price 10000 Equipment 리

Physical Def 195 Magic Def 218 Resistance Light Dark 20 Synthesis P542 Material 1

Acquisition Treasure・Tarkaron (P294)

0651 Trench Coat

Coat

Purchase Price — Sell Price 1000 Equip Ji, Ba

Physical Defense 118 Magic Defense 32 Resistance [Synthesis Material 1

Acquired: Judith's Starting Equipment

0652 Leather Coat

Coat

Purchase Price Sell Price 1200 Equipment Ji, Pa

[Physical Defense 126 Magic Defense 32 Resistance 合成 P529 Material 1

Acquired: Treasure - Gasfarost (→P203)

0653 Feather Coat

Coat

Purcha — Sell Price 3450 Equip Ji, Pa

Physical Defense 200 Magic Defense 68 Resistance Wind 201 Synthesis P535 Material -

Acquisition: When Judith rejoins (No.95) Equipment, Treasure Temza Mountain (→P235)

0654 Hard Coat

Coat

Buy Price 2900 Sell Price 1450 Equipment Ji, Pa

Physical Defense 144 Magic Defense 46 Resistance Synthesis P531 Materials 1

Acquisition: Shop - Nordpolica (P216)

0655 Long Coat

Coat

Buy: 2700 Sell: 1350 Equip Ji, Pa

Physical Defense 138 Magic Defense 33 Resistance Synthesis P530 Material 1

Acquisition: Patty's Starting Equipment, Shop - Heliod No.63~ (→P188)

0656 Mithril Coat

Coat

Buy price — Sell Price 3450 Equip Ji, Pa

Physical DEF 196 Magic DEF 78 Resistances 合成 P535 Material 1

Acquisition: Obtainable only through synthesis

0657 Elven Coat

Coat

Purchase price — Sell Price 3900 Equipment Ji, Pa

Physical DEF 236 Magic DEF 56 Resistances Synthesis P536 Material 1

Obtainable: Only via synthesis

0658 Splash One-piece

Coat

Purchase price — Sell Price 5000 Equipment: Ji, Pa

Physical DEF 262 Magic DEF 70 Resistances Water 4 Synthesis P538 Material 1

Acquisition: Treasure - Zaude Citadel (→P267)

0659 Rare Coat

Coat

Buy Price 10550 Sell Price 5275 Equipment Ji, Pa

Physical Defense 264 Magic Defense 74 Resistance Synthesis P542 Material 1

Acquisition: Shop · Dangrest No.132~(→P192) Nordpolika No.136~ (P217)

0660 Silver Coat

Coat

Purchase price — Selling Price 2100 Equipment Ji, Pa

Physical Defense 168 Magic Defense 58 Synthesis P533 Material 1

Acquisition: Equipped when Patty rejoins (No.79)

0661 Bloody Coat

Coat

Purchase price Selling Price 4400 Equipment Ji, Pa

Physical Defense 230 Magic Defense 84 Resistance 闇 30 Synthesis P538 Material 1

Acquisition: Chest・Zopher Ice Blade (→P259)

0662 Gothic Cardigan

Coat

Buy Price 6300 Sell Pr 3150 Equip: Chest

[Physical Defense 190 Magic Defense 75 Resistance Synthesis P534 Materials 1

Acquisition: Shop · Dunghrest No.88~ (→P192) Nordpolica No.136~ (P217)

0663 Crittian Coat

Coat

Buy Price/Sell Price 7400 Equip: Chest

Physical Defense 302 Magic Defense 72 Resistance Synthesis P542 Materials —

Acquisition: Treasure · Tarcallon (P293)

0664 Holy Coat

Coat

Purchase Price 9400 Sell Price 4700 Equipment Ji, Pa

Physical Defense 258 Magic Defense 79 Resistance Synthesis P538 Material One

Obtainable Shop: Zaphias No.124~ (→P263)

0665 Hero Coat

Coat

Buy Price — Selling Price 6000 Equipment Ji, Pa

Physical Defense 277 Magic Defense 77 [Resistance] Fire 20 Synthesis P542 Material •

Acquired from Jewel: Relewise (→P280)

Accessories

Accessories have auxiliary functions, such as preventing status ailments.
Equipment with <original>を持つ装備。 そのほとんどが全員装備可能だ。</origina

0740 Poison Charm Amulet

Sell Price 1500 Equipped All members

Buy Price 3000

Effect Prevents poison status with a 50% chance. Increases Water attribute resistance by 10%.

Synthesis P527 Materials Acquisition Shop · Nodplica (→P216)

0741 Poison Check Amulet

買値 — | Sell Price 4000 Equipped All members

Effect Prevents poison status. Increases Water attribute resistance by 30%.

Synthesis P538 Materials Acquisition Treasure · Pactivation (→P248)

0742 Paralyze Charm Amulet

Buy Price 3000 Sell Price 1500 Equipped All members

Effect Prevents paralysis status with a 50% chance. Increases Wind attribute resistance by 10%.

Synthesis P527 Materials Acquisition Shop · Nodplica (→P216)

0743 Paralyze Check Amulet

Purchase price — Sell Pr 4000 Equipment All members

Effect: Prevents paralysis. Wind attribute resistance increased by 30%.

Synthesis P538 Material Obtained: Treasure - Cave - Mock Great Forest (→P195)

0744 Stone Charm Amulet

Equip

Buy Price 5000 Sell Price 2500

All Members

Effect: 50% chance to prevent petrification and seal states. Earth attribute resistance increased by 10%.

Synthesis P531 Material Obtained: Shop - Nordpolica (→P216)

0745 Stone Check Amulet

Buy Price Sell Price 6000 Equipment All members

Effect: Prevents petrification and seal states. Earth attribute resistance increased by 30%.

Synthesis P538 Material Obtained: Treasure - Mount Temza (→P235)

0746 Drain Charm Amulet

Buy Price 5000 All members

Equip

Sell 2500

Effect: 50% chance to prevent weak and sick states. Fire attribute resistance increased by 10%.

Synthesis P531 Material Obtained: Shop - Nordpolica (→P216)

0747 Drain Check Amulet

Buy Price — Sell Price 6000 Equip All members

Effect: Prevents weak and sick states. Fire attribute resistance increased by 30%.

P538 Material Obtained: S・Zagi (4) → P218)

0748 Piyohan Amulet

Purchase price Sell Price 2500 Equipment All members

[Effect] Stun duration is halved

Synthesis: P529 Material Acquired from "Favorite Toy (1)" (→P326)

0749 Piyonon Amulet

Purchase price — Sell Price 5000 Equipment All members

Effect: Prevents stun status

Synthesis: P538 Mate Acquired from Treasure: Elearumin (→P277)

[0750 Heal Bangle Amulet

Purchase price — Sell Price 4000 Equipment All members

Effect: Restores 10% HP when defeating an enemy

Synthesis: p.538 Material Acquisition: Treasure - Paction (→ p.249)

0751 Mental Bangle Amulet

| Buy Value — Sell Price 4000 Equipment All members

[Effect: Restores 10% TP when defeating an enemy

Synthesis: p.538 Material Acquisition: Treasure - Zaphias Castle (→ p.264)

0752 Amulet Amulet

Buy Price — Sell Price 12500 Equipment All members

Effect: Prevents all status ailments

Synthesis: p.542 Material Acquisition: Treasure - Paction (→ p.249)

0753 Laurel Amulet

Buy Price — Sell Price 11000 Equipment All members

Effect: Prevents status changes

Synthesis: P542 Mat Obtain: Treasure - Tarcarron (→P291)

0754 World Check Amulet

Purchase price — Selling price 5000 Equipment All members

Effect: Prevents all status ailments and status changes with a 50% probability

Synthesis: P538 Material obtained: Treasure - Zawde Unassailable Palace (P269)

0755 Talisman Amulet

Buy price: 1000 Sell price 500 Equipment All members

Effect: Physical defense increases by 5%

P527 Material Obtain: Shop - Capua Nord (P174)

0756 Brute Talisman Amulet

Purchase price — Sell Price 2500 Equipment All members

[Effect: Physical defense increases by 10%

Synthesis P542 Materials Acquirable Treasure・Cape・Mock Great Forest (→P194)

0757 Shizel Necklace Other

Purchase price — Sell Price 500 Equipment ユ

Effect Greatly increases casting speed

[Synthesis Material acquisition "The Limitless Slash" (P352)

0758 Maximum Dog Other

Buy price 7 Sell price 25000 Equip Ra

Effect Increases the rate of OVL gauge rise. Restores HP and TP by 3% over a certain time, and restores 10% when defeating an enemy

【Synthesis material acquisition "The Limitless Slash" (→P352)

— Material acquisition "The Limitless Slash" (→P352)

0759 Fairy Ring Ring

| Buy price — Sell Price 10000 Equipment All members

Effect Reduces TP consumption by 50%

Synthesis P538 Material Acquisition: Treasure - Paction (→ p.249)

0760 Holy Ring Ring

Purcha — | Sale price 1000 Equipment All members

Effect: During battle, HP recovers by 1% over a fixed period

Synthesis P543 Materials Obtained: Treasure - Mount Temza (→P234)

0761 Mental Ring Ring

Buy/Sell Price 1000 Equipment All members

Effect: During battle, TP recovers by 1% over a fixed period

Synthesis: P543 Material Obtained: Treasure - Mount Temza (→P235)

●Item Data / Accessory

0762 Attack Ring

Ring
買値 — |Sell Price 3500 Equipment All members
[Effect: Physical Attack and Magical Attack increased by 10%]
Synthesis: P527 material Acquired from S. Gattuso (→P173)

0763 Defense Ring

Ring
| Buy Price — Sell Price 3500 Equipment All members
Effect: Physical Defense and Magical Defense increased by 10%
Synthesis: P528 material Obtain S: The Dreaded Colossus (→P187)

0764 Protect Ring

Ring
Buy Price 6000 Sell Price 3000 Equipment All members
[Effect Reduces enemy physical attacks by 10%
Synthesis P534 Material Acquisition Shop - Yormgen (→P227)

0765 Force Ring

Ring
買値 — Sell Price 4000 Equipment All members
Effect Reduces enemy physical attacks by 20%
Synthesis P536 Material Acquisition Drop - Schwan (→P424)

0766 Emerald Ring

Ring
Purchase price — Sell Price 4000 Equipment All members
Effect: Reduces TP consumption to two-thirds
[Synthesis Material Acquisition Drop · Belius (P433)

0767 Resist Ring

Ring
Buy Price 6000 Sell Price 3000 Equipment All members
[Effect: Reduces enemy elemental damage by 10%]
Synthesis: P534 material Acquisition Shop - Yormgen (→P227)

0768 Reflect Ring

Ring
Purchase price Sell Price 5000 Equipment All members
[Effect: Reduces enemy elemental damage by 20%]
Synthesis P538 Material Acquisition S. Estellise (2) (→P266)

0769 Effect Ring

Ring
Buy/Sell Price 12500 Equipment All members
Effect: Reduces all enemy attacks by 15%
合成 P543 material — Acquisition Treasure · Tarcarron (→P293)

0770 Resume Ring

Ring
| Buy Value — Sell Price 2500 Equipment All members
Effect: Has a chance to revive when becoming incapacitated. Item disappears upon revival
Synthesis: P531 Materials Acquisition: S. Pterops (→P221)

[0771 Barbatos Ring

Other
Buy price — Selling price 500 Equipment All members
Effect: Greatly increases physical attack power
Synthesis Materials - Acquisition "The Endless Slash" (→P352)

0772 Risky Ring

Others
Purchase price Selling price 25000 Equipment All
Effect Greatly decreases physical and magic defense. Skill TP cost is 1
Synthesis - Materials Acquisition Prize from Namu Island (150,000 chips) (→P367)

0773 Cloak

Cape
| Buy price 130 Selling price 65 | Equipment All members
Effect PDEF +5, MDEF +5
Synthesis: P527 material Acquisition Shop · Zaphias (→P150)

0774 Leather Mantle

Mantle
Buy Price 280 Sell Price 140 Equipment All
Effect Physical Defense +15, Magical Defense +15
Synthesis P527 Material Obtainable: Shop - Aspio (→P164)

0775 Sheaves Mantle

Cape
Buy Price 750 Sell Price 375 Equipment All members
[Effect: Physical Defense +32 Magic Defense +32
[Synthesis: P529 material Obtainable: Shop - Dangrest (→P191)

0776 Flare Mantle

Mantle
Buy Price 2000 Stefi 1000 Equipment All
Effect Physical Defense +55, Magical Defense +50, Fire Resistance +50%
Synthesis P533 Material Obtainable at Shop - Mantike (P222)

0777 Aquamant

Mantle
Buy Price 2200 Sell Price 1100 Equipment All
Effect Physical DEF +58, Magic DEF +42, Water resistance increased by 50%
Synthesis P533 Materials Obtained Shop · Mantike (P222)

0778 Wind Mantle

Mantle
Price 3000 Sell Price 1500 Equipment All
Effect Physical DEF +62, Magic DEF +52, Wind resistance increased by 50%
Synthesis P535 Materials Obtained Shop · Myorzo (P243)

0779 Earth Mantle

Cape
Buy Price 3400 Sell Price 1700 Equipment All members
Effect Physical DEF +66, Magic DEF +58, Earth resistance increased by 50%
Synthesis P536 Materials Obtained Shop · Myorzo (P243)

0780 Paladin Mantle

Cape
Buy Price 5000 Sell Price 2500 Equipment All members
Effect Physical DEF +77, Magic DEF +60, Light resistance increased by 50%
Synthesis P543 Materials Obtained Shop · Orinion (→P286)

0781 King's Mantle

Cape
Purchase price — Sell Price 4000 Equipment All members
Effect 物防+99
Synthesis P543 Material Acquired from "Ornion" (→P3

0782 Daos Mant

Cape
Buy Price - Sell Price 500 Equipment 1
Effect: "Bakusaijin" changes to "Daos Colder"
Synthesis — Material Acquisition "The Mūjin Slash" (→P352)

0783 The Red Mant

Cape
| Buy price — Selling price 25000 Equipment All members
Effect: Absorbs Fire, Earth, and Light attributes. Takes double damage from Wind, Wate
Synthesis Materials Acquisition: Treasure - Fellow's Rocky Area No.97~ (238)

0784 The Blue Mant

Cape
Buy Price - Sell Price 25000 Equipment All members
Effect: Absorbs Wind, Water, and Dark attributes. Receives double damage from Fire, Earth, and Light attributes.
Synthesis — Material Obtainable from "Tales of Dorasubi" (→P369)

078 Holy Symbol

Symbol
Buy Price — Sell Price 4000 Equipment All members
Effect: Recovers 3% HP over a certain period
Synthesis: P530 material Acquisition: Treasure - Arselm Ship (→P212)

0786 Mental Symbol Symbol
Purchase price — Sell Price 4000 Equipment All members
Effect: Recovers 3% TP over a fixed time
Synthesis: P538 Materials Acquisition: Treasure · Zofel Frostblade Sea No.1~ (→P258)

0787 Misty Mark Symbol
Purchase Price Sell Price 5000 Equipment All members
Effect: Slightly shortens casting time
Synthesis: P538 Materials Acquisition: Treasure · Zarfias Castle (→P264)

0788 Misty Symbol Symbol
Purchase price — Sell Price 10000 Equipment All members
Effect: Shortens casting time
Synthesis P543 Material Acquisition: Treasure · Tarcarron (→P292)

0789 Dark Seal Symbol
買値 — Sell Price 5000 Equipment All members
Effect: Arts and techniques are sealed, and you receive double damage. Experience ×1.5
Synthesis: Materials Acquisition: Drop · Zagi (5) (→P421)

0790 Demon's Seal Symbol
Purchase price Sell price 20000 Equipment All members
Effect During battle, inflicts status ailments other than petrification. Experience ×2
Synthesis — Material acquisition Drop: Zagi (6) (→P421)

0791 Krona Symbol Symbol
Purchase price — Selling price 25000 Equipment All members
Effect Prevents all status ailments and status changes
Synthesis material — Acquisition "Antlion (5)" (→P340)

0792 Imperial Medal of Ho Symbol
Purchase price — Selling Price 500 Equipment All members
[Effect Critical rate +10%]
合成 — |Material Acquisition Drop: Furen (2) (→P425)

0793 Emperor's Majesty Symbol
Purchase price — Sell price 500 Equipment All members
[Effect Increases the rate of OVL gauge rise]
Synthesis P543 Material Acquisition S. Schwann (→P251)

0794 Strange Mark Symbol
Purchase Price — Selling price 5000 Equipment All members
[Effect Slightly reduces the stiffening time when casting arts
Synthesis P533 Material Acquisition Treasure - Yormgen (→P227)

0795 Wonder Symbol Symbol
Purchase price — Sell Price 9000 Equipment All members
Effect Reduces the stiffening time when casting arts
Synthesis P536 Material Acquisition Treasure - Hercules (→P253)

0796 Rabbit Symbol Symbol
Purchase price — Sell Price 750 Equipment All members
Effect Increases Luck
Synthesis: P529 Material Obtained Treasure・Cave・Mock Great Forest (→P194)

0797 Feet Symbol Symbol
Buy Price — Sell Price 750 Equipment All members
Effect Physical attack power increases by 15%
合成 P529 Material Obtained Treasure・Gas Farost (→P205)

0798 Sheaves Tattoo Symbol
Buy Price — Sell Price 2000 Equipment ラ
Effect Steal success rate for "Roper Items" and "Snatch Items" increases by 10%
Synthesis P530 Material Obtained Treasure・Maze of Reminiscence (→P381)

0799 Final Symbol Other
Buy Price — Sell Price 2500 Equipment All members
Effect Restores 3% of HP and TP over a short period
Synthesis — Material Obtained Nam Islet Prize (250,000 chips) (→P367)

0800 Leather Boots Boots
Buy Price 200 Sell Price 100 | Equipment All members
Effect: Physical Defense +10, Agility +10
Synthesis: P527 Material Obtainable: Shop - Aspio (→P164)

0801 Fine Suit Boots
Buy Price 750 Sell Price 375 Equipment All members
[Effect: Physical Defense +16, Agility +15
Synthesis: P528 material Obtain: Shop - Heliod (→P188)

0802 Iron Leggings Boots
Buy Price 1200 Sell Price 600 | Equipment All members
Effect: Physical Defense +22, Agility +30
Synthesis: P531 Material Obtain: Shop - Nodpolica (→P216)

0803 Silver Leggings Boots
Purchase price — Sell Price 800 Equipment All members
Effect: Physical Defense +35, Agility +50
Synthesis: P533 Material Obtain: Only obtainable via synthesis

0804 Mithril Suit Boots
Buy Price 3000 Sell Price 1500 Equipment All members
[Effect Physical Defense +44, Agility +60
合成 P535 Material Obtainable Shop: Myolzo (P243)

0805 Gold Leggings Boots
Buy Price 8000 Sell Price 4000 Equipment All members
Effect Physical Defense +50, Agility +90
Synthesis P538 Material Obtainable Shop: Zaphias No.124~ (→P263)

0806 Rare Boots Boots
Buy Price 12000 Sell Price 6000 Equipment All members
Effect Physical Defense +60, Agility +100
Synthesis P543 Material Obtained at shop — Dangrest No.132~ (→P192)

0807 Persias Suit Boots
"Buy Price — Sell Price 10000 Equipment All members
[Effect Physical Defense +50, Agility +130
合成 P543 material — Obtainable: Only via synthesis

0808 Garnet Gem
Buy price 8000 Sell price 4000 Equipment All members
Effect: Fire resistance increased by 90%
Synthesis P531 Materials Obtain: Shop - Nodpolica (→P216)

0809 Aquamarine Gem
Buy price 8000 Sell price 4000 Equipment All members
Effect: Water resistance increased by 90%
合成 P531 Material — Obtained at shop — Nordpolica (→P216)

● Item Data / Accessories ~ Ingredients

[0810 Opal Gem

Buy Price 8000 Sell Price 4000 Equipment All members

[Effect Wind attribute resistance increased by 90%

Synthesis P531 Materials Acquisition Shop・Nodo Polika (→P216)

0811 Amethyst Gem

Buy Price 10000 Sell Price 5000 Equipment All members

Effect Dark attribute resistance increased by 90%

Synthesis P534 Material Acquisition Shop - Yormgen (→P227)

0812 Black Onyx Gem

Buy Price 10000 Sell Price 5000 | Equipment All members

[Effect] Max HP increases by 30%

Synthesis ― Material ― Acquisition: Shop - Ornion (→P286)

0813 Moonstone Gem

Purchase ― Sell Price 6000 Equipment All members

[Effect] Max TP increases by 30%

Synthesis p.543 Material Acquisition "No.134 Source that Nurtures Spirits"

0814 Magic Mist Gem

Buy Price 10000 Sell Price 5000 Equipment All members

Effect Shortens the time required to flee

Synthesis p.528 Material Acquisition Shop · Heliod (→ p.188)

0815 Alexandrite Gem

| Buy Price ― Sell Price 7500 Equipment All members

Effect Max HP and Max TP increase by 25%

[Synthesis Material ― Acquired Treasure: Relewise (→P281)

0816 Ruby Gem

Buy price 8000 Sell Sell price 4000 | Equip All members

Effect Increases earth-attribute resistance by 90%

Synthesis P531 Material Obtain: Shop - Nodpolica (→P216)

[0817 Diamond Gem

Buy price 10000 Sell price 5000 Equip All members

Effect Increases light-attribute resistance by 90%

Synthesis P534 Materials Acquisition Shop - Yormgen (→P227)

0818 Turquoise Gem

Purchase price ― Sell Price 5000 Equipment All members

Effect Greatly increases luck

Synthesis P535 Material Acquisition Treasure · Egosaw Forest (→P241)

0819 Lapis Lazuli Gem

Purchase ― Sell Price 6000 Equipment All members

Effect Halves stiffness after item use

Synthesis P543 Material Acquired Treasure - Zaphias Castle (→P264)

0820 Sephira Other

Purchase price ― Sell Price 1500 Equipment All members

[Effect: Gald obtained x1.5]

Synthesis: P527 material Acquired S - Wandering Corpse Fierce Warrior (1) (P215)

0821 Blue Sephira Other

Purchase price ― Selling price 3000 Equipment All members

Effect: Gald obtained x2

Synthesis P543 Material Acquired S - Wandering Corpse Fierce Warrior (2) P283

0822 Dice Other

| Buy Price ― Sell Price 1500 Equipment All members

Effect: GRADE gained increases by 10%

Synthesis ― Materials Obtained: Drop Zaghi (4) (→P420)

0823 Blue Dice Other

Purchase price ― Sell Price 3000 Equipment All members

Effect: Acquired GRADE increases by 20%

Synthesis: P543 Materials Obtained: Treasure - Cape - Mock Great Forest (→P195)

0824 Reverse Doll Other

Buy Price ― 売値 25000 Equipment All members

Effect: Automatically revives when incapacitated. Item disappears upon revival

Synthesis: P530 素材 ― Obtained from "Arijigoku (5)" (→P340)

0825 Hunter's Monocle Others

Buy Price ― Sell Price 500 Equipment All

Effect: Increases enemy item drop rate

Synthesis: P543 Materials Obtained from S. Chrome Dragon (→P282)

0826 Miracle Bangle Others

Buy price ― Selling price 2500 Equipment All

Effect: Restores 10% of HP and TP when defeating an enemy

Synthesis: Material ― Acquisition Prize from Nam Island (100,000 chips) (→P367)

0827 Proof of the Great Pirate Other

Buy Price ― Sell Price 12500 Equipment Pa

Effect: Greatly increases Luck. Absorbs Water attribute

Synthesis ― "Material - Acquisition" "Grave of the Telescopes (1)" (→P395)

Ingredients

There are 34 types of ingredients. All can be bought at D angelost's guild "Feast of Gourmet Sounds," Ornyon, and Yumanju.

0828 Beef Meat

買値 100 売値 50 | Materials ―

Available at shops: Aspio (→P164), Kapua Knoll (P174)

0829 Chicken Meat

[Buy Price 80] [Sell Price 40] [Material] ―

| Available at shops: Kapua Trim (→P182), Heliod (→P188)

[0830 Request one
Meat
[Purchase Price 80 [Sale price] 40 [Materials] —
(Shadow Lantern Shop: Yixia Strength (→P216), Xixi (→P222)

0831 マグロ
Fish
[ナ値 80 Sell Price 40 [Materials] —
Lan Shop, Kali (→P216), カプワ·ノール No.114～(→P174)

0832 Eight
Fish
買値 40 売値 20 [Materials] —
Lan Lantern Shop • Li: Yier (→P174), Liトリム(→P182)

08383 Shu Xi Yuan
Fish
"Purchase Price 60 売値 30 [Material] —
Guan Specialty Lantern Shop: Kali Li (→P216), 7. Yier No.114~ (→P174)

0854 Twenty-one モン
Fish
[Buy] 40 [Sell Price] 20 素材 —
観蓋店カール (→P174), カ7A (→P182)

0845 Power
Fish
買値 40 Selling Price 20 [Material] —
藍店, キカ (→P216), カ7.一步 No.114~ (→P174)

0836 エビ
Fish
「Buy Price] 40 [Sale Price] 20 [Materials] —
Blue shop strength once (→P216), One ル No.114~ (→P174)

083 キャベ
Vegetable Type
買値 50 売値 25 [Materials] —
Blue shop again evening evening (→P222)、3 ムク (→P227)

0838 レタス
Vegetable Type
Purchase Price 50 [Sale Price] 25 [Materials] —
Blue shop, besides (→P191)、one card Strength (→P216)

0839 キュウリ
Vegetable Type
[Purchase price 40 [Sale Price] 20 [Materials] —
入 Outside Zhan Shop (→P191), one card Strength (→P216)

[0840 Tue ンジン
Vegetable Type
買値 40 Selling Price 20 |Materials] —
入手 Shop Xi Xi (→P222), San Yi Si ゲン(→P227)

084 Haoxiang
Vegetable Type
買値 30 Sell Price 15 [Materials] —
Shadow Important Shop: Cai (→P164), Er (→P174)

0 4 Niso
Vegetable Type
買値 40 |Sell Price] 20 [Materials] —
Eat Zhan Shop: Enter Cai F No.63~ (→P188), Xi Xi (→P222)

0843 シ·ミ
Vegetable Type
[Purchase Value 50 |Selling Price| 25 [Materials] —
Dragon Shop/ (→P243), Eight Yuan Er No.118~(→P162)

0844 14 lower
Vegetable Type
買値 40 売値 20 [Materials] —
Blue Shop, Evening's Ahead Lower (→P Strength (→P216)

0845 Rice Lower
Vegetable Type
[Purchase Value 30 |Sell Price] 15 [Materials] —
入 Lan Shop More Si (→P182), Talent ード(→P188)

0846 Eight Ku Woman
Vegetable Type
買値 40 [Sell Price] 20 [Materials] —
Viewing/Equipment Shop (→P243), Eight Something No.118~ (→P162)

[0847 One Day
Fruits
[Purchase Price 40 |Selling Price| 20 素材 ○
入 Lan Shop Yier (→P174), Likutsu A (→P182)

0848 リンゴ
Fruits
買値 4020 [Sale Price] [Materials] ○
Celebration Shop, Yi'er (→P174), Xi's Death スト(→P191)

0849 Operation イ
Fruits
買値 40 売値 20 [Materials] —
Viewing Lan Shop Power Item No.126~ (→P182)

0850 イ Two
Fruits
[Purchase Value 20 [Sell price] 10 素材 ○
Outside the Dragon Shop (→P191), Strength 7. Item No.114~ (→P174)

035 Eight Big
Fruits
買値 20 |Sell value. 10 |Material] —
Blue Lantern Shop: Outside Evening No.88~(→P192)

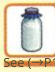
[0852 オレ
Fruits
買値 20 [[Sale Price 10 | Materials ○
入手 店·カプワ·トリム No.126～(→P182)

0853 Two Hundred Million
Main food
買値 80 売値 40 [Materials] —
Blue shop: 才 (→P164), 77ール (→P174)

0854 パン
Main food
買値 80 売値 40 |Materials| —
→ Blue main shop •天作之砦 (→P158), 八儿几 (→P16

0855 モチモッチン粉
Main food
買値 50 Selling price 25 Materials] —
Dragon shop: 本力 (→P216), 又タタ (→P222)

0856 Evening マゴ
Other
[Hatch talk] 20 Selling Price 10 [Materials] —
Viewing Horse Lantern Shop • Work > Fort (→P158), Eight Er See (→P162)



0857 Three Ku
Other
買値 20 ス値 10 [Materials] —
Blue Shop Er Yier (→P174), Li プワ·トリム(→P182)

0858 トウフ
Other
買値 20 Selling Price 10 [Materials] —
Night Blue Shop, Enter Cai Yi F No.63~ (→P188)

0859 Two ンブ
Other
買値 20 |Sell Price 10 [Materials] —
€ Shop • Card Strength No.88~(→P216)

0860 Nori (sea
Other
買値 30 |Sell Value]15 [Materials] —
Shop animal one child (→P174), Strength to トリム(→P182)

0861 ミソ
Other
買値 150 [Sell] 75 [Materials] —
Eaten at shop: Entry talent F (→P188), Evening Ku (→P222)

2 Synthesis Materials

Synthesis material used as an ingredient for synthesis. A valuable item dropped by ce
Since there are duplicates, check which enemies drop them.

[0862 [Threeツボ Synthesis materials
Purchase price — 売値 100 Shen Hui ○
Settlement: Xiaoxin 181 (→P447), also Line (→P448)

0864 7 mouth down ゲ Synthesis materials
買値 — [Sale Price] 100 探索 ○
Guan Luo ōu Ku'er also Ka (→P429), Yixi Er (→P430)

0866 · Book ブガ Synthesis materials
[Purchase Price — |Sell Price| 100 [Explore] o
Observation cup fall/Steal, eight, fall again ラブ Step (→P454)

0863 only リキア Synthesis materials
買値 — |Sell Price| 100 [Exploration] ○
Viewing descent loss one ヌ (→ P446), ba half two (→P434)

0: Fossil of Kubriki dog Synthesis materials
買値 — |Sell Price| 100 [Exploration] ○
Settlement, Kou Xixiou (→P449), and You Yibaixi (→P442)

082 no サi Synthesis materials
買値 — Clove value 100 探索 ○
Gather blue Zhanluo a little (→P427) コ(→P430)

0874 エアストーン Synthesis materials
買値 — 売値 100 |Explore] —
入手 Luo) (→P416), Cai'er (→P417)

0876 エッグベアの爪 Synthesis materials
買値 — |Sale Price 100 探索 —
Lan Luo Factory Child Rampage) (→P431), Jia Xing 18 戸 (→P4

C:BE Golden Yuko Three Synthesis materials
買値 — [Sale value] 100 探索 ○
Guanmagailuo)/Mouth(2)(→P430), Mouth of Reminiscence(→P430)

0880 Wolf Fang Synthesis materials
[Purchase value — | |Sale price| 100 |Explore] —
Lanluo • Od21(→P431), 27(Work Knife Rampage)(→P428)

CEF Great Elder Dragon Eight Twenty-Three Synthesis materials
買値 — | |Sell Price 100 探索 ○
Also drops ウダ主一(→P449)、于丰(→P435)

0884 貝殻 Synthesis materials
買値 — [Sale Price 100 探索 ○
Blue Lantern Falling Cloth (→P448), One Step Evening One Person (→P439)

0886G Hard Dispatc Synthesis materials
買値 — |Sale Price 100 探索 ○
Evening Lantern Falling Small 7 Servant (→P446), Evening Evening (→P431)

088 Two Zero Carapace Synthesis materials
買値 — |Sell price] 100 探索 ○
入手 Fall Again (→P449), Wrapped at Inch (→P449)

0890 Dog Oil Synthesis materials
買値 — 売値 100 探索 ○
Agile child drop mouth (→P450), outside (→P45

0863 アブラムシ Synthesis materials
買値 — |Sell Price] 100 探索 ○
Eat Lanluo, also Xi (→P452), Fangzhang Ki'er (→P453)

0365 Kai Star Stone Synthesis materials
買値 — [Sale Price] 100 探索
Minluo Youyi 181 Xi D (→P442), 181 Xi Yi D (Group Battle) (→P443)

0867 イノシシの Fur Synthesis materials
[Buy Value] — |Selling Price| 100 [Explore] o
Viewing hopeful descent, person steps in (1) → P429), 2 Ika skill blade (→ P429)

0869 immortal herb Synthesis materials
[Buy] — |Sell Price] 100 [Exploration] ○
Blue vegetable falls, to seek three steps), →P447)

Four Ben Shi ore Synthesis materials
[Purchase value 売値 100 探索 ○
Guan Zhanluo, Kou Xixiou (→P449), one of the strengths (→P432)

0873 Twenty-tech fur Synthesis materials
買値 — |Sell price] 100 探索 ○
Settlement, Bai (→P430), Bi Sai (→P430)

0875 エアルホウセンダケ Synthesis materials
Purchase Value] 売値 100 探索 ○
Guan Lanzhan Luo ドリ Thief • Cai (→P446), Xing Zhi (→P448)

087 Ape-man Coarse Fur Synthesis materials
買値 — [Sale Price] 100 探索
Also hopes to have dropped ホヌ (→P439), 31 (→P439)

08. Golden ツノ Synthesis materials
買値 — 売値 10000 探索 —
Guanzhanluo Xiaoding Mouth(2)(→P430), D Mouth of Reminiscence(→P430)

088 Wolf Great Fang Synthesis materials
[Buy Price — |Sell Price| 100 [Exploration] —
敏盞落小九(→P433)、追憶の フェンリル(→P433)

0888 Folded Nine-Drag Synthesis materials
[Purchase Value Sell 100 探索 ○
入手 Drops ドシン(→P415)、七一夕元(→P416)

085 Fang 獣 Fur Synthesis materials
[Purchase Value 売値 100 探索 ○
Viewing Lantern Fall / Thief Child (Factory Rampage) (→P428), Fall • /7ou (→P428)

[038] Hard Skin Synthesis materials
買値 — 売値 100 探索 ○
Viewing Lantern Fall Deficit サー(→P429), Card (→P459)

08: Power バのあび Synthesis materials
買値 — |Sale Price] 100 探索 ○
Gathered Flavor Vegetable Falling Seven in Pursuit (→P429), Caiou (→P457)

039 Tortoise Shell Synthesis materials
買値 — Sale Value] 100 探索 ○
Eat blue drop, worker child evening ō (→P449), next evening ō (→P448)

0892 Tortoise Tail Synthesis Material
Purchase price |Selling Price|100 探索 O
入手 Ground drop (→P449),列メ手了 (→P449)

0894 Knight の Sei Shinsui Synthesis materials
[Purchase Value [Sale price]100 探索 ○
Lan alls to servant on the 21st floor (→P413), ten servants eighty-eight down one floor (→P414)

0896 Radiant Star Stone Synthesis materials
買値 — 売値 100 [Exploration] —
入 Hope Schu 1-ku (2) (→P300)

0893 28キG MAX Synthesis material
買値 — | Sale price] 100 探索 0
Jealous Sauce Drop, Talent One One) (→P446), Technique Three One (→P439)

0900 Fake Box ② Fang Synthesis materials
Purchase price |Sell Price| 100 探索 ○
Blue Drop: Craft Ku (→P456), シー Card (→P456)

0002 Merman Fang Synthesis materials
| Purchase Price] |Sell Price]100 探索 ○
入手 Dropped in Nine Heavens (→P451), Yu Yi (→P451)

[0904 Merman Back ビレ Synthesis materials
[Buy] — |Sale Price|100 [Exploration] 0
Beyond a slight drop in Ma Luo Ding (→P451), Craft Ox Yu Er (→P450)

0906 キングアブラムシ Synthesis Materials
買値 — [Sell Price] 100 探索 o
Settlement, Ding Yierbu Me Xi Yi (→P453), 足 Yierba Xiaoer (→P437)

0933 Bo Synthesis materials
買値 — [Sell] 100 探索 ○
Guan Zhan Luo Li (→P436), Da Yiba 2 (→P437)

090 Yuaグミの Synthesis materials
買値 — [Sale Price]100 [Exploration] 0
Lan Luo, Cai Xi Cai Xi (→P450), 322 (→P447)

02 Step One So Servant Synthesis Material
買値 — |Sell Price 100 Exploration ○
Guan Luo • イナ Er (→P453), コアスピリッツ(→P441)

091 Light Star Stone Synthesis materials
[Purchase value Selling Price]100 探索 ○
Guan Zhanluo, Another 181 Evening S (→P443), Another 181 Evening S (Group Battle) (→P445)

0916 剛力玉 Synthesis materials
[Buy] — Selling Price 100 探索 ○
入手 Drop コア > (→P416), Fall/Theft of Corpse (→P416)

Shil 18 shou (Four Forces Lower) Claw Synthesis materials
[Buy Value — [Sell Price] 100 探索 ○
入手 Drop Location (→P460) パッションコカトリ

0920 1 Skin Synthesis materials
[Purchase Value |Sell Price |100 探索 ○
Observe Blue Lantern Drop · Jiangwai Eight Children One 〉 (→P439), Ben I One Child Child Another Card (→P429)

9222 サン Synthesis materials
買値 [Sell] 100 探索 —
Blue vegetable drop / Thief • ++F (→P452), Another Strength (→P452)

089 Half Spell You Hair Synthesis Material
買値 — 売値 100 探索 o
Lan Luo Jiang Lixi (→P430), Ren Bi Yikou Yibaerling (→P446)

C995 Knight's Spring Synthesis materials
[Buy] — [Sale Price 100 探索 ○
Guanhope falls to the servant side one evening (→P412), ten servant hands' (→P413)

0897 キノコパウダー Synthesis materials
買値 — ||Sale price|100 探索 ○
→Lan cup falls, only one (→P446), 322 Ika (→P447)

0899 Strange Chunk Synthesis materials
[Buy] — |Sale price]100 [Exploration] —
Blue Drop: Outer One Strength One (→P444) Reminiscence of

090 Intense Dragon Pla Synthesis materials
買値 — |Sell price] 100 探索 —
Watching Fall · Half a Man 5 Yuan) → (→ P457), Reminiscence of Half a Man Yuan (→ P4

0908 Merman Weapon Synthesis materials
買値 — |Sell price] 100 探索 ○
Settlement, Half Fang Village (→P450) Craftsperson (→P450)

0905 Giant Coiled Shell Synthesis materials
買値 [Sale Price]100 探索 ○
Settlement, Ba Yi Er (→P454), Reminiscence of Ba San (→P454)

0907 Silver Ore Synthesis materials
買値 — |Sell Price]100 探索 ○
Min Youwang Luo B 3010 Mu (→P455), Drop/Theft•Yi Pu Yi Xi Y (→P412)

0909 Bear Pelt Synthesis materials
買値 — |Sell Price 100 探索 ○
Guan Luo Li Zhi Yi Ba Dao (→P431), Industrial Kuba (→P431)

09 Evening Nest Synthesis materials
[Purchase Price] |Sell Price]100 探索 ○
Ma Zhan Luo, ō81 (→P452), 8グリ (→P452)

0913 グリフィンの爪 Synthesis materials
買値 — Zongren 100 探索 o
Lanluo, Return (→P460), Reminiscence no. 72 (→P460)

0915 Niku モリ Wing Synthesis materials
買値 — 売値 100 探索 ○
入手 light (→P436), Woman's Evening — Eight (→P436)

Four Forces Lower Mouth ばし Synthesis materials
[Buy] — 売値 100 探索 ○
Eat Lan Luo ウロ (→P460), Quan Xi (→P454)

C919 Small Bird Feather Synthesis materials
[Buy] — 売値 100 探索 ○
Eaten Vegetable Drop · White (→P436), E1E1 (→P435)

092 Text I With Synthesis materials
[Buy] Child 100 Child 探索 ○
Welcome Child Another Card (→P429), Gong Xi I (→P429)

0922 Twenty-a テンの針 Synthesis materials
[Buy — |Sell price] 100 探索 ○
Huanma zhan drop, Strength +27 (→P447), Kaka (→P448)

0924 Yiqi Servant Synthesis materials

買値 — 売値 100 探索 —

·Xialuo·Formidable Colossus (→P451)

0923 Hell's Iron Synthesis materials

Buy price — |Sell Price] 100 探索 ○

Settlement, evening divination (→P454), only (→P454)

C923 Lion's Strong Fan Synthesis materials

[Buy] — |Sale Price] 100 探索 ○

Eat all, fifty-eight hits (→P429), 1 ice child (→P457)

G9KD LOれ powder Synthesis materials

買値 — [Sale Price] 100 探索 ○

One of the observation falls (→P436), (→P427)

DEEK Gentleman's Inquiry U Synthesis materials

買値 — Clove value 100 探索 ○

New Dragon Fall: Jiang Xiao again at (→P441), Jiang Bing Me (→P441)

09844 Crystal Synthesis materials

買値 — |Sale Price] 100 探索 ○

Blue fall, Ku koddi (→P441), entry Household (→P449)

0936 Ou Qi one down 5 servants Synthesis materials

買値 - | | Selling price] 100 探索 —

入手 Dropped at Kouou (→P438), J-Yixi Ba (→P438)

0933 : Blue Star St Synthesis materials

[Buying price — [Sale Price] 100 探索 ○

Observed drop at One Eight One Xi Yi B (→P442), also One Eight One X

0940 Red Ev o Synthesis materials

[Purchase value 売値 100 探索 ○

Guan Zhan Luo: Kou>(→P418) Ding Er(→P418)

1942 Er グ Synthesis materials

[Purchase Value Selling Price 100 探索 —

入 Zhan Luo 7 Ka(→P446), J7y Bu(→P436)

0944 Yuko San Synthesis materials

買値 — 売値 100 探索 ○

Horsefall, Worker Evening う Worker Two (→P431), Bu Bu Ru (1) (→P429)

094G Fountain of Knowledge Synthesis

買値 — 売値 100 Chen Shuang

入手 Fallen into Water (→P420), Recollection Kushe (→P420)

0943 Super Vibration ② Sh Synthesis materials

| Buy Value — [Sale Price 100 探索 ○

There is Luo Jiang Bingxin Power (→P441), Jiang Bingxin (solid carrier) (→P441)

0950 Da Dong Sand Iron Synthesis materials

[Purchase value Sell Price 100 探索 ○

Recognition ha (→P415), talented person (→P459)

09. Iron Handle Synthesis materials

Store Purchase] — |Selling Price] 100 |Exploration] o

入手 Found at Servant's Twenty-One K (→P413), Great Servant 71's Grass S (→P413)

0954 Orange Star Stone Synthesis materials

"Store Purchase] |Sell price] 100 |Exploration] o

Blue drop at 181 Evening O (→P442), 81 Evening 10 (Group Battle) (→P442)

0925 Sai Shita So Synthesis materials

買値 — [Sell Price 100 探索 ○

入手 Drop (→P455), グ Nadown (→P454)

002 Lion Fang Synthesis materials

[Purchase Value — |Sell price] 100 探索 ○

Recognize horse cup drop one (→P428), drop/steal • Jiang Ba down (→P429)

092: Jet-Black Three Synthesis materials

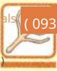
【Purchase Price] - | Sell Price 100 探索 ○

Birthday falls into the sea one 爻(→P448), evening scarf (→P448)

098 Husband称 ツタ Synthesis materials

買値 — |Sale Price - 100 探索 ○

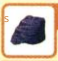
入手 Ice outside the landing (→P446), 7(→P446)



(0933 Divine Tree) Synthesis materials

買値 — 売値 100 探索

Observation-style small drop (→P446), Ersiou (→P446)



0935 Down レンジス Next ソ Synthesis materials

買値 — |Sell price] 100 |Explore] —

Settlement, Xi Cai you (→P451), リント(→P422)

C9K Sharp い刃 Synthesis materials

[Buying price — |Sale Price 100 探索 ○

Viewing blue vegetables (→P440), Kabuku (→P437)

0989 Holy Stone Horn Synthesis materials

[Purchase Value 売値 100 |Exploration] O

Yi B (Group Battle) Ou (→P430), Wang Yi →P431)

094 Red Star Stone Synthesis materials

[Buy Value] — 売値 100 Exploration] ○

Lan Luo You Yi Ba Yi Xi R(→P442), Ba Yi Xi Yi R (Group Battle)(→P442)

09 Giant Monster Bird ロばし Synthesis materials

[Purchase Value |Sell Price| 100 探索 ○

入手 Luo 75 Kou Ku(→P438), Entrance of Reminiscence→P439)

0945 One-Year-Old's Fur Synthesis materials

買値 |Sell] 100 Index] O 探

Ailao Jiang Little Son 2 (→P441), Jiang Little Son う) (Group Battle) (→P442)

CE Medium-Sized Bird Feather Synthesis materials

Purchase price [Sell Price] 100 探索 ○

Ailao Evening One Evening (Rage) (→P437), One Evening Seven Evenings (→P437

0949 Da Dong Sand Gold Synthesis materials

Buy price — 売値 100 探索 ○

Please drop, Cao7 (→P415), on the same day (→P446)

095 Iron Foot Synthesis materials

[Purchase value Sell] 100 [Explore] o

Cai'er falls one evening one (→P456), half son only one evening (→P456)

E Iron Tip Synthesis materials

[Purchase Price |Sell Price] 100 [Explore] ○

Special vegetable drop / stolen at Servant's Step A (→P414), Jiu Jiu Lower (→P414)

5 Seven Mouth Road Synthesis materials

[Purchase Value |Sell Price] 100 [Exploration] ○

Observation drop / theft · Flavor Evening Evening (→P433), P434)

0956 Often open ō ミ
Synthesis materials
[Buy] — |Sell Price]100 保 ○ Preserve
入手 Falling in the evening (→P448)

09533 Down 971 Water
Synthesis materials
Bu 値 — [Sale Price]100 探索 ○
Guanlan Cup Drop + Evening Bou 81 (→P453), Bu Yixyou (→P448)

0960 TLX1 Flower
Synthesis materials
買値 — |Sale Price 100 [Exploration]○
Guanlan Drop: One Yuan Yi Sou (→P446), Zi →P434)

0962 [Long Needle
Synthesis materials
買値 — 売値 100 探索 ○
Celebration of July 1st (Worker Riot) (→P453), Nipi (→P453)

096 Tanabata Child
Synthesis materials
Buy Price | Sell Price | 100 "Exploration —
Keiretsu Hachiichi (→P455), 70 Yuan (→P454)

0966 Hachisai Kuchiichi
Synthesis materials
買値 — Sale price] 100 探索 ○
Keima Lantern Drop, Lie Si (→P431), Ru Yibu'er 7 (→P432)

0968 バジリスクのうろこ
Synthesis Materials
買値 — Selling Price 100 探索 o
Keiryo Drop Hachiretsu Me Yu (→P459), 73 Ku Hachi (→P459)

0970 Hachi no Hana
Synthesis materials
買値 — |Sell Price]100 [Search] o
藍海ロカ了 (→P447), 下クニ (→P448)

002 Flying Girl's Feathered Ears
Synthesis Materials
買値 — 売値 100 探索 o
Miho New Ruins (→P167), Falling・Zhang Wen (→P434)

0974 蹄
Synthesis materials
— Sell Price 100 探索 ○
入手 落・ホースラブター(→P434)、リブガロ(2)(→P430)

093 Dagger Dagger Talent Two Tree Bark
Synthesis materials
[Purchase Price — [Sell Price 100 探索 ○
入手 Fallen Ouji (→P431), Fallen/Thief・Engineer Ouji (→P449)

0973 No mirror included
Synthesis materials
買値 — |Sell price] 100 探索 —
Horsefall Engineer Ouji Publication 1 se (2)(→P423)

0980 Diamond
Synthesis materials
[Purchase value 売値 100 探索 ○
Settlement, River Child's Power (→P441), River Ice Power (Group Battle) (→P

0982 プチ: 1 no ha
Synthesis materials
"Buy Value — |Sell Price 100 探索 ○
European-style Drop: 7 days (→P445), 22 years old (→P445)

098 Fuku Culture Development
Synthesis materials
買値 — Sale price] 100 探索 ○
Eat blue drop: 丁几沙ヌ (→P433), Cat of Reminiscence (→P433)

[0986 アークロー
Synthesis materials
買値 — Sell Price 100 探索 ○
Welcome blue cup drop maybe メスル (→P431), 21 (→P431)

Tofu pudding eight gates one
Synthesis materials
[Purchase Value [Sale Price]100 |Explore| ○
入手 落・メドゥーサバタフライ(→P455)、追憶のメドゥーサ(→P455)

0959 V7
Synthesis materials
買値 — [Sale Value]100 探索 ○
Qingdna Drop・Seven 1 - Si 1 (→P435), Drop/Theft・z/cun Bou

096 The Following
Synthesis materials
Purchase price Selling Price 100 探索 ○
Also Lan Vegetable Drop Mountain Sky (→P428), Le Y

0963 Seven-colored Lou
Synthesis materials
[Purchase Value 売値 100 探索 —
Guanluo, Evening Mouth - 4F (→P460), Mouth of Reminiscence (→P460)

0965 Smelly Bag
Synthesis materials
Purchase Price — 売値 100 |Exploration] O
Lanluo: One of the Eight Forces (→P432), One of the Forces (→P432)

[0967 Pot of Hot Water
Synthesis materials
買値 — [Sell Price 100 探索 ○
Eat Blue Lantern Drop/Thief: (→P418), Gong Xi (→P418)]

[096 Feathers Eight セ So
Synthesis materials
買値 — [Sell Price] 100 探索 ○
Persian Drop (→P436), ジェネラル Hachi Shi Two (→P437)

0971 パニ One Staff Servant
Synthesis materials
[Purchase Price Sell Price 100 探索 —
入手 Falling・Tiffe (→P432), Reminiscence of One (→P432)

C9B L8 ンのロばし
Synthesis materials
買値 — |Sell Price| 100 [Exploration]
Lan Wang Luo / Thief・Bei] (→P436), Falling・Jiang Shan er 8

095 Daggers Cai Erhu Coral
Synthesis materials
買値 売値 100 | Exploration | ○
入手 Fallen ピコピ (→P437), Yaichi 5 (→P417)

0977 ピ No ヨのタマゴ
Synthesis materials
買値 売値 100 探索 ○
Qingdong Fallen · Permanent Shi Xi (→P448), Two Mouth Two 2 (→P437)

097 Mysterious Cloth
Synthesis materials
買値 — Sale value 100 探索 ○
入手 Falling (→P417), Fallen/Thief・Mouth Ouji (→P417)

098 Yume プリ(
Synthesis materials
買値 — [Sale Price] 100 探索 ○
Eat Lanluo / Thief Yuko (→P445), 9777 (→P439)

0983 フリーズストーン
Synthesis materials
買値 — |Sell Price] 100 [Exploration]○
入 Main Drop: ルルム (→P455), アイスバット(→P436)

95 ZL or less ソ
Synthesis materials
買値 — Selling price 100 ○
入手 Drop" (→P440), Jiang'erzi (→P441)

[098 Labor ⼟ bag
Synthesis materials
買値 Selling Price 100 探索 ○
Evening ∈ drop seven 1-クルヒータ (→P437), 5 ⼘ロー八ー (→P447)

【09883 Maha Jewel Synthesis materials
買値 — Sale Value 100 探索 ○
Eat vegetable落タ(→P450), 幼ンuanパラ440)

0990 虫のツノ Synthesis materials
買値 — Unit price 100 De 探索 ○
Wait and see for falling to 71 yen(→P452), ク> (→P452)

09922 Magic Ore Synthesis materials
買値 — 売値 100 探索 ○
入手 落·コローン(→P455)、ゴーレム(→P455)

D994 Magic Resin Synthesis materials
[Purchase value | |Sale price 100 探索 ○
Guanlan Luo)->(→P436), Jiujiu Bayi (→P453)

0993 Monster Bon Synthesis materials
[Buy Value] — Sale price 100 探索 ○
Eat vegetables Luo You I persルジュ(→P417)

09933 Water bullet<cloth Synthesis materials
買値 Sale price] 100 Exploration ○
Guanluo Zhisha 5 yuan (→P440), ストレンジ Li Kan (→P440)

F0000 Venom Antibiotic Synthesis materials
[Buy] - |Sell Price| 100 International Index]
Lanluo 5 zǒu (→P458), Reminiscence of Loss zǒu (→P458)

1002 ユルゾクリスタル Evening Synthesis Materials
[Page — 売値 100 F ○
Guanhai drop, one child one ムヌ(→P446), ル (→P446)

No. 003 item obtained again Synthesis
買値 — [Sell price 100 Exploration
Guanma drop, メガビーキ (→P459), リザードCard (→P459)

1006 緑星石 Synthesis materials
買値 — [Sell Price 100 探索 ○
Found at Guānluò 181 Evening G (→P442), 181 Evening G (Party) (→P442)

1008 レアメタル Synthesis Materials
[Buy] — |Sell Price| 100 探索 o
Summer Drop Sirtar (→P458), Reminiscence Work (→P458)

2010 Mouth 181 Tentacle Synthesis materials
[Purchase Price] | Sale Price 100 探索 ○
Guanlan Shuluo · Lie 120181 (→P443), Er 10181 (→P443)

1012 綿毛 Synthesis Material
買値 — |Sell Price] 100 Preserve ○
Guan Ma Luo, Er Er Xi (→P445), Ren Ye Wa (→P446)

0075 Yuan Transformation Scale Synthesis Material
| Buy Price][Sell] 100 探索 —
Xia Lan Luo - 7 Yuan Each (→P460), Reminiscence Transformation (→P460)

03 Meaningless Old Magic Warrior刃 Synthesis Material
買値 — [Sell Price] 100 [Exploration —
入手 Drop at One of the Evenings (1) (→P458)

03 Meaningless Old Magic Warrior 3 Synthesis materials
買値 — [Sell Value] 100 Exploration —
Observe the Lower Evening of the Twenty-First (3) (→P458)

0989 Demon Hunting Sake Synthesis materials
[Shop] — [Sell Price] 100 Guara ○
Observe blue(→P414), (→P416)

099 Insect Feather Synthesis materials
[Purchase Price] |Sell Price 100 探索 ○
Eat horse cup fall/theft · profit ō (→P446), ヒ (→P453)

09933 Magic Ore J Synthesis materials
[Buy] — Selling price 100 探索 ○
Watch Ma fall Jiang Xiad'er (→P455), Jiang Xiad'er has fallen ム (group battle) (→P455)

C995 Magic Book Fragment Synthesis materials
[Buy — [Sell price 100 Exploration ○
Guanluo Miansi (→P418), 5 I (→P419)

0997 27858 Eyes Synthesis materials
[Buy]|Sell price|100
|Sell price| 探索 ○
Guan Mazhan Luo: Er Na Xing K (→P448), Ka Le (→P448)

0999 メディカル Bayi down Synthesis materials
[Buy] — [Sell Price] 100 探索 —
Lan Wangluo, with three (→P445), two (→P446)

001 Soft5 かい Tail Synthesis materials
[Buy] - [Sell Price]100 探索
Shadow Horse Luóuō (→P428), 77 (→P450)

1003 ユル Fruit of 2 Synthesis materials
買値 — [Sell Price] 100 探索 ○
Guanlan vegetable drop / theft, エク亏 (→P429), 巳书一八一 (→P440)

No. 005 Dragon Fossil Synthesis materials
買値 — 売値 100 Exploration o
Xiazhuanlu drop / theft · 1 one evening one 又 (→P439)

002 Scaled Dragon Hide Synthesis materials
[Shop] — |Sell Price] 100 探索 ○
入手 Found at Luòbā 1 Step Pǔ A (→P459), Luò/Thief • Talented Person (→P

003 Soul Fragment Synthesis materials
買値 — [Sale Price]100 [Exploration o
Li ∈ Found Ku B ∠ (→P440), Request Ji Evening Ten Thousand One Time (→P440)

1011 Mouth So Indicate - So Synthesis materials
[Buy Price — Sell Price] 100 [Exploration] ○
| Xia Er Zhan Luo, Ding Er Yi Xi Er (→P433)

03 First メ20ス 爪 Synthesis materials
買値 - ||Sell Price| 100 探索 —
Settlement, Column Two (→P432), Reminiscence Column Two (→P432)

1015 邪骨 Synthesis materials
買値 — Sell 値 100 [Exploration]
Shadow Specialty Cover·Wandering → Corps Fierce Warrior (→P443)

0 Meaningless Magic Warrior No.2 Synthesis Material
買値 — 売値 100 探索 —
Dragon Dropped Years of Grass (2) (→P458)

Huang Zhongpin

Valuables include items required for events and character attachments that change a character's appearance.

1019 World Map — Key Item
[Use "World Map"] — [Synthesis] —
Acquisition "No.7 The Capital Youth, Northward"

1020 Collector's Compendium — Key Item
Use: Allows the use of the "Collector's Compendium" — Synthesis
Acquisition: "Collector's Compendium (1)" (→P306)

1021 Monster Compendium — Key Item
Use: Allows the use of the "Monster Compendium" — Synthesis
Acquisition: "No.12 Attack of the Demon-Hunting Boy"

1022 Sorcerer Ring — Key Item
[Use] Allows use of the "Sorcerer Ring" — Synthesis —
Acquisition: "No.20 Ruins Floating on Spring Water"

1023 Sorcerer Ring Lv2 — Key Item
■Use Power-ups the Sorcerer Ring — Synthesis —
Acquisition: "No.55 The Tower Standing in the Gale"

1024 Sorcerer Ring Lv3 Key Item
Use: A synthesis that can break walls and rocks —
Obtained from "No.111 Searching the Engine Room"

1025 Sorcerer Ring Lv4 — Key Item
Use: Emits flames and can burn trees — Synthesis —
Obtained from "Sorcerer Ring Transformation (2)" (→P330)

1026 Sorcerer Ring Lv5 Key Item
Use: Increases the projectile range — [Synthesis] —
Obtained from "Sorcerer Ring Transformation (3)" (→P331)

1027 Moon Selector — Key Item
Use: A synthesis that allows switching the controllable character during battle P527
Obtained: Can only be obtained through synthesis

1028 Winged Boots — Key Item
Use: Slightly increases movement speed — Synthesis P529
Obtained: Can only be obtained through synthesis

1029 Special Flag — Key Item
Use: Allows changing the party leader (except Repede) — Synthesis P527
Acquisition: Drop・Tison (P422)

1030 Special Flag R — Key Item
Use: Allows changing the party leader to Repede — Synthesis P530
Acquisition: Obtainable only through synthesis

1031 Arts Ball — Key Item
Use: Increases the number of equipped and shortcut artes by one each — P531
Acquisition: Obtainable

1032 Prison Key・・・・・・?— Key Item
Use: Allows you to get out of the Zaphias Castle prison — Synthesis
Acquisition: "No.3 Escape from the Dungeon"

1033 Golden Horn — Key Items
[Usage] Give to Tigrul of Kapua Knoll — [Synthesis] —
Acquired from "No.31 To Capture a Ribgaro"]

1034 Password? 1 — Key Items
Use: Used for the Carbocram mechanism — Synthesis —
Acquisition: Treasure - Carbocram (→P184)

1035 Password? 2 — Key Item
Use: Used for the Carbocram mechanism — Synthesis —
Acquisition: Treasure - Carbocram (→P185)

1036 Password? 3 — Key Items
Use: Used for the Carbocram mechanism — Synthesis] —
Acquisition: Treasure - Carbocram (→P185)

1037 Wonder Log — Key Item
Use: Allows viewing the synopsis — Synthesis —
Acquisition: "Wonder Reporter (1)" (→P306)

1038 Battle Book — Key Item
[Use: Enables the use of the "Battle Book" — [Synthesis] —
Acquisition: "No.8 Fortress Repelling External Enemies"

1039 Pass — Key Items
Use: Allows entry to Aspio — Synthesis] —
Obtained: "No.22 Thieves Aren't Scary"

1040 Marking Map — Key Item
Use: Allows use of the dog map — 合成 —
Obtained: "Reunion with the Big Boss" (→P311)

1041 Nia's Fruit — Key Item
Use: Used as a synthesis material for "Banashia Bottle" Synthesis
Obtained: "No.14 Tree, Be Beautiful Again"

1042 Eggbear Claw — Key Item
[Use: Used as a synthesis material for "Panacea Bottle" Synthesis
Obtain "No.14 O Tree, Be Beautiful Again"

1043 Lulurie's Petal — Key Item
[Use] Used as a synthesis material for "Banashi Bottle" Synthesis
Obtain "No.14 O Tree, Be Beautiful Again"

1044 Panacea Bottle — Key Item
[Use: Can purify Haruru's Tree] — [Synthesis] —
Obtain "No.15 Restore the Tree"

1045 Utsusemi Doll — Key Item
Use — — Synthesis —
Obtain "No.29 Strange Girl"

1046 Small Key - Wolf — [Key Item]
Use: Used on the door of Ragow's mansion — Synthesis —
Obtain "No.32 Underground with Monsters"

1047 Small Key — Key Items
Use: Used on the door of Ragow's mansion — Synthesis] —
Obtain "No.32 Underground with Monsters"

1048 Small Key - Greatsword — [Key Item]
Use: Used on the door of Ragow's mansion — Synthesis] —
Obtain "No.32 Underground with Monsters"

1049 Small Key · Small Sword Key Items
Use Used on the door of Ragou's mansion Synthesis] —
Acquired from "No.32 Underground with Monsters"

1050 Light-Emitting Ma Key Item
Use Synthesis to brighten dark areas of the Oath Underground Waterway
Acquired from "No.52 Quiet Underground Waterway"

1051 Aqueduct Magitek Device Key Item
[Use] Synthesis to repair the fountain in Zaefias Lower Town
Obtained in "No.56 The End of the Storm"

1052 Glass Bead Key Item
[Use] Used for "Reward for Helping People" (→P313) [Synthesis] —
Obtained in "No.77 Determination to Enter the Desert"

1053 Crimson Small Key Item
[Use] Give to Yuifan in Yormgen Synthesis —
Obtained in "No.68 The Ghost Ship Drifting in the Mist"

1054 Clear Time Crystal Key Item
[Use] Give to Duke in Yormgen [Synthesis] —
Obtained in "No.81 The Clear Timepiece Breaks"

1055 Fellow's Feather Key Items
Use — Synthesis] —
Acquired "No.81 The Shattered Time of Clarity"

1056 Holy Core: Azure Droplet Key Item
[Use] Give to Don in the House of Depravity Synthesis] —
Acquired "No.87 Turmoil of the Arena City"

1057 Baul's Horn Key Item
[Use: Can summon Paul] Synthesis —
Acquired "No.95 The Bird Dwelling in the Desert"

1058] Ring of the He Key Item
Use: Can be used as Yuri's main weapon via synthesis —
Acquired "No.108 The Resting Place of the Sublime"

1059 Zaudeop Key Items
Use: Used for a mechanism in Zaude Impregnable Palace [Synthesis] —
Acquired Treasure: Zaude Impregnable Palace (→P267)

1060 Jaey's Red Orb Key Items
Use: Used for a mechanism in Zaude Impregnable Palace [Synthesis]
Acquired Treasure: Zaude Impregnable Palace (→P269)

1061 Uruwashi no H Key Item
[Use: Used to achieve Secret Mission 20 (P283) —
Acquired: "No.129 Discovered Treasure"

1062 Fragrant Coral Key Item
Use — Synthesis —
Acquired: "No.145 The Girl's True Identity"

1063 Morning Star N Key Item
Use: to gather the power of a spirit Synthesis —
Acquired: "No.147 Friend in Danger"

1064 Morning Star No.2 Key Item
Use: Can be used as Yuri's main weapon Synthesis —
Acquisition: "No.150 City Ablaze with Hope"

1065 Cooking Battle Invitation Key Items
[Use: Used with the "Cook's Certificate" (→P339) Synthesis] —
Acquired: "Cook's Certificate" (→P339)

1066 Yūmanju - Permanent Free Invitation Ticket Key Item
Use: Grants access to Yūmanju hot springs Synthesis —
Acquisition: "Open-Air Bath Is Nice (4)" (→P366)

1067 Nam Islet - Entry Ticket Key Item
Use: Allows entry to Nam Islet; Synthesis —
Acquisition: "The Casino Is a Good Place" (→P368)

1068 Limits Duo Key Item
Use: Can charge the OVL gauge up to two levels Synthesis —
Acquisition: "No.54 The Cornered Mastermind"

1069 Limits Trio Key Item
Use: The OVL gauge can be charged up to th Synthesis P530
Obtainable: Only via synthesis

1070 Limits Quartet Key Item
Use: Can charge the OVL gauge up to 4 levels Synthesis P536
Acquisition: Obtainable only through synthesis

1071 Limits Octet Key Item
Use: Can charge the OVL gauge up to 8 levels [Synthesis] —
Acquisition: Prize from The Team Battle — Merciless (–P360)

1072 Statue of (C)B Key Item
Use: A synthesis that grants Yuri's title when all types are collected
Acquisition: Yumangu's Gachagoro (→P364)

1073 Statue of (C)F Key Item
Use: When you collect all varieties, you can obtain Yuri's title through synthesis
Acquisition: "Hobby Toy (1)" (→P3

1074 Statue of (C)H Key Item
Use: When you collect all varieties, you can obtain Yuri's title Synthesis
Acquisition: Yumanshu's Gachakoro (→P364)

1075 Statue of (C)1 Key Item
Use: When you collect all varieties, you can obtain Yuri's title through synthesis
Acquisition: Nam Islet's Gachakoro (50 chips) (→P367)

1076 Statue of (C)J Key Item
Use: When you collect all varieties, you can Synthesis Yuri's ti
Acquisition: Yumanshu's Gachakoro (→P364)

1077 Statue of (C)L Key Item
Use: When you collect all varieties, you can obtain Yuri's title through synthesis
Acquisition: "Hobby Toy (2)" (→P365)

1078 Statue of (C)M Key Item
Use: When you collect all varieties, you can obtain Yuri's title through synthesis
Acquisition: Nam Islet's Gachakoro (500 chips) (→P367)

1079 (C) Statue of N Key Item
Use: When you collect all varieties, you can obtain Yuri's title through synthesis
Acquisition: Nam Islet's Gachakoro (50 chips) (→P367)

1080 (C) Statue of P Key Item
Use: Collecting all varieties grants Yuri a title. Synthesis —
Acquisition: Nam Islet Gachakoro (100 chips) (→P367)

1081 C) Statue of R Key Item
Use: Collecting all varieties grants Yuri a title. Synthesis
Acquisition: Nam Islet Gachakoro (100 chips) (→P367)

1082 C) Statue of S Key Item
Use: Collecting all varieties grants Yuri a title. Synthesis —
Acquisition: Nam Islet Gachakoro (10 chips) (→P367)

1083 Myolso Signpost Key Item
Use: Can be inserted into Myolzo [Synthesis] —
Acquisition: "No.96 The Truth of the Child of the Full Moon"

1084 Salvage Crane Key Item
Use: Enables exploration at sea exploration Synthesis —
Acquisition: "The Legendary Man (P322)"

1085 Universal Kitchen Knife Key Item
[Use: Increases cooking success rate by 5%] Synthesis —
Obtained from "Let's Create a Signature Menu!" (→P320)

1086 Book of Proof of Friendship Key Item
Use: Used in synthesis for "Guild Job (1)" (→P314) —
Obtained from "Guild Job (1)" (→P314)

1087 Ilmaine Note Key Item
Use: Used in synthesis for "Guild Job (7)" (→P339) —
Obtained from "Guild Job (7)" (→P

1088 Evalite Necklace Key Item
Use: Used in synthesis for "Guild Job (2)" (→P319) —
Obtained from "Guild Job (2)" (→P319)

1089 Eva Light Raw Stone Key Item
Use: Synthesis used in "Guild Job (3)" (→P325) —
Acquisition: "Guild Job (3)" (→P325)

1090 Kroness Dew Key Item
[Use: Allows landing on ice with Paul Synthesis —
Acquisition: "Paul Race (1)" (→P370)

1091 Companions' Furball Key Item
[Use] — Synth —
Acquisition: "Remnants of a Rival" (→P311)

1092 Bush Baby Doll Key Item
Use: Synthesis that lets Estelle learn the art "Astion"
Acquisition: "Critia-style Battle" (→P328)

1093 Pterabronc Claw Key Item
[Use: Synthesis used in "Guild Job (6)" (→P332) —
Acquisition: "Guild Job (6)" (→P332)]

1094 Hermes Memo Key Item
Purpose: Rita's magic "Negative Gate" can be learned; Synthesis
Acquisition: "Hermes' Treatise"

1095 Kiltansasu Key Item
Purpose: Synthesis used in "Warrior of Mourning (2)" (→P324)
Acquisition: "Warrior of Mourning (1)" (→P320)

1096 Emblem of Friendship Key Item
Purpose: Synthesis used in "Guild Work (1)" (→P314) —
Acquisition: "Guild Work (1)" (→P314)

1097 Challenge from the Sea Fiend Maid Key Items
Purpose: Allows challenge of "The 100-Man Kill!" Synthesis —
Acquisition: "What Jaeger Left Behind" (→P327)

1098 Imperial Family's Crest Key Item
[Purpose Synthesis —
Obtain "Who Will Inherit It" (p.316)

1099 Letter of the Soul's Iron Key Item
Purpose: Synthesis used in "Guild Work (4)" (→P325) —
Acquisition: "Guild Work (4)" (→P32

1100 Memento Compact Key Item
Use: Used for "Items suitable for Jaeger" (→P327) Synthesis —
Acquisition: "Warrior of Mourning (2)" (→P324)

1101 Rainbow Bo Key Item
Use: Used in synthesis for "Guild Job (1)" (→P314) —
Acquisition: "Guild Job (1)" (→P314)

1102 Demon-Hunting Challen Key Item
Use: Changes the enemies and prizes of The Za side, and allows challenge of "The
Acquisition: "Power to Pr

1103] Hero's Challenge Letter Key Item
Use: Changes the enemies and prizes of The Infinite Slash (→P352) (synthesis)
Acquisition: "Challenge from the

1104 Fallen Shovel Key Item
Use: Used in synthesis for "Guild Job (5)" (→P325) —
Acquisition: "Guild Job (5)" (→P325)

1105 Strong One's Challen Key Item
Use: Synthesis that allows challenging "Phantom The 200 Slashes" and "Body
Acquired from "Labyrinth of Reminiscence" (→P381)

1106 Biography of the Ultramarine Warrior Key Item
Use: Used in "Labyrinth of Reminiscence" (→P381) Synthesis —
Acquired from "Labyrinth of Reminiscence" (→P381)

1107 Magic Lantern Key Item
Use: Synthesis that illuminates dark places in Bactyon —
Acquired from "I Want a Lantern" (→P322)

1108 Examination Guideli Key Item
Use: Allows challenging "Doctorate" (→P369) [Synthesis] —
Acquired from "Doctorate" (→P369)

1109 Soil of the Flower-Blooming Village (Key Item)
[Usage] Can challenge the "Doctorate" (→P Synthesis —
Acquired from "Doctorate" (→P369)

1110 Long Reflection Permeated with the Scent of the Tide
Use: Synthesis that allows challenging "Doctorate" (P369)
Acquired from "Doctorate" (→P369)

1111 Emerging Urban Design Methods Key Item
Usage: Can challenge the "Doctorate" (→P369) Synthesis —
Obtain "Doctorate" (→P369)

1112 The Legend Sleeping in the Scorching Key Item
[Usage] Can challenge the "Doctorate" (→P369) [Synthesis] —
Obtain "Doctorate" (→P369)

1113 Bearing a New Hope Key Item
[Usage] Can challenge the "Doctorate" (→P369) [Synthesis —
Obtain "Doctorate" (→P369)

1114 Chimera Phosphor Powder Key Item
[Usage] — Synthesis —
Obtain "Gigant Monster Defeat" (→P346)

1115 Boomerang Pawn Key Item
[Usage]- Synthe —
Obtain "Gigant Monster Defeat" (→P346)

1116 Medusa Phosphorus Powder Key Item
[Usage 1 "Synthesis" —
Obtain "Gigant Monster Defeat" (→P345)

1117 Empty Shell Fragment Key Item
[Usage]— [Synthesis]—
Obtain "Gigant Monster Defeat" (→P345)

1118 Sea God Fragment Key Item
Use — Synthesis —
Obtain "Gigant Monster Defeat" (→P346)

1119 Griffin Feather Key Item
[Use — Synthesis —
Obtain: "Defeat Gigant Monster" (→P347)

1120 Silver Mane Key Item
[Use] — [Synthesis —
Obtain "Gigant Monster Defeat" (→P346)

1121 Plussis Mirror Key Item
Use — Synthesis —
Obtain: "Defeat Gigant Monster" (→P345)

1122 Menistus Key Item
Use — [Synthesis]—
Obtain: "Defeat Gigant Monster" (→P344)

1123 Bloody's Eye Key Item
Use — "Synthesis —
Obtain: "Defeat Gigant Monster" (→P347)

1124 Canine Knight Key Item
Use — Synthesis]—
Obtain "Lapido's Lineage" (→P338)

1125 Gear Tower・Basement Key Key Item
Use: Allows entry to the basement of Gasphalost Synthesis —
Obtain: "Alexei's Research" (→P325)

1126 Mother's Keep Key Item
Use: When used during battle, restores 5% HP to all party members. Synthesis
Obtain: "Estellise's Precious Item" (→P313)

1127 Imitation Gald Key Item
Use: 15 pieces allow entry to the deepest part of the Labyrinth of Reminiscence.
Obtain: "Labyrinth of Reminiscence" (→P381)

1128 Demon-Hunter's Challenge 2 Key Item
Use: Changes the enemies and prizes for The Moonless Slash, "The Valia Synthesis
Obtain: "Boss, Deploy!" (→P341)

1129 Micro Circuit Key Item
Use: Used for "Your Dazzling Swimsuit (1)" (→P340) Synthesis —
Obtain: "Your Dazzling Swimsuit (1)" (→P340)

1130 Super Air Conduction Plate Key Item
Use: Used in "Your Dazzling Swimsuit Appearance (2)" (→P340)
Obtain: "Your Dazzling Swimsuit Appearance (2)" (→P340)

1131 Rabbit Guild Badge Key Item
Use — [Synthesis] —
Obtain "Rabbit Guild" (→P308)

1132 Simple Water Bottle Attachment
Equip Yu Combine —
Obtain "No.77 Determination to Enter the Desert"

1133 New Model Magitic Device Attachment
Equip Yu Synthesis P543
Obtainable: Only via synthesis

1134 Prince Toissho Attachment
Equip Yu "Synthesis"—
Obtain "Rabbit Guild" (→P308)

1135 Prince Plasagari Attachment
Equip Yu Synthesis —
Obtain "Rabbit Guild" (→P308)

1136 Rabbit-ear Gentleman Attachment
Equipment Yu Synthesis —
Obtain "Rabbit Guild" (→P308)

1137 A High-quality-looking Water Bottle Attachment
装備 エ [Synthesis]—
Obtain "No.77 Determination to Enter the Desert"

1138 Rabbit-ear Lady Attachment
Equipment E "Synthesis" —
Obtain "Rabbit Guild" (→P308)

1139 Water bottle for child Attachment
装備 Power Synthesis —
Obtain "No.77 Determination to Enter the Desert"

1140 Transformation Belt Attachment
装備 Strength Synthesis P543
Obtainable: Only via synthesis

1141 Adventure Cantee Attachment
Equipment Li "Synthesis"—
Obtain "No.77 Determination to Enter the Desert"

1142 Extra-large Scroll Attachment
Equipment Li Synthesis P536
Obtainable: Only via synthesis

1143 Harold's Mask Attachment
Equipment Li [Synthesis]—
Acquired: Prize from Nam Islet (→P367)

1144 Cherry Blossom H Attachment
Equipment Li [Synthesis] —
Acquired: Prize from Nam Islet (→P367)

1145 Earrings
Attachment
Equipment Li
合成 P531
Acquired Treasure: Tomb of Bou/Sa Chains (→P402)

1146 Usamimi (Bunny Ears) Custom
Attachment
Equipment Li
Synthesis —
Obtain "Rabbit Guild" (→P308)

1147 Stylish Water Bottle
Attachment
[Equipment Re
Synthesis —
Obtain "No.77 Determination to Enter the Desert"

1148 Gourd (Sake)
Attachment
Equipment Re
Synthesis —
Acquired: Prize from Nam Islet (→P367)

1149 Stylish Sunglasses
Attachment
Equipment Re
Synthesis —
Acquired Treasure: Tomb of Bou/Kyo Mirror (→P398)

1150 Knight Order Captain's Ceren Helmet
Attachment
Equip
Synthesis —
Acquired: The Team Battle Bravery Prize (→P360)

1151 Lord's Chonmage (Topl
Attachment
[Equipment Re
Synthesis] —
Obtain "Rabbit Guild" (→P308)

1152 Chic Water Bottle
Attachment
Equipment Ji
Synthesis —
Obtain "No.77 Determination to Enter the Desert"

1153 Baby Dragon
Attachment
Equipment Ji
Synthesis P543
Obtainable: Only via synthesis

1154 Usamimi Adaruty (Rabbit Ears Adar
Attachment
Equipment Ji
Synthesis —
Obtain "Rabbit Guild" (→P308)

1155 Tentacle Glove
Attachment
Equipment Ji
"Synthesis" —
Acquisition: Treasure - Paction (→ p.249)

1156 Barrel-like Water Bottle
Attachment
Equipment Ra Ka
[Synthesis —
Obtained [No.77 "Determination to Enter the Desert"]

1157 Bone-in Meat
Attachment
[Equipment Ra
Synthesis —
Obtain "Final Showdown" (→P334)

1158 Dog Jerky
Attachment
Equipment Ra
[Synthesis] —
Obtain "Rabbit Guild" (→P308)

1159 Cherry Bloss
Attachment
Equipment La
"Synthesis" —
Acquired: Prize from Nam Islet (→P367)

1160 Rampaging Man
Attachment
Equipment La
[Synthesis] —
Obtain Treasure · Egosaw Forest (→P240)

1161 Rampaging Princess
Attachment
Equipment La
Synthesis] —
Obtain Treasure · Relewise Ancient Cave (→P280)

1162 Rampaging Kid
Attachment
Equipment La
Synthesis —
Obtain Treasure · Kuoi Forest (→P160)

1163 Rampaging Resea
Attachment
Equipment La
[Synthesis] —
Acquired Treasure - Shaikos Ruins (→P167)

1164 Rampaging Old Man
Attachment
Equipment La
Synthesis —
Acquired Treasure - Cave: Mock Great Forest (→P195)

1165 Rampaging Lady
Attachment
Equipment La
"Synthesis" —
Obtained: Treasure - Mount Temza (→P235)

1166 Rampaging Kni
Attachment
Equipment La
Synthesis —
Acquired Treasure - Watcher's Mirror Tomb (→P402)

1167 Rampaging Pir
Attachment
Equipment La
Synthesis —
Obtain Treasure - Tarcarmon (→P295)

1168 Rampaging Large Little (
Attachment
Equipment Ra
Synthesis —
Acquired: The Team Battle Bravery Prize (→P360)

1169 Rampaging Extra-Large Little One
Attachment
Equipment La
Synthesis —
Obtained Treasure: Tomb of the Illusionary Scope (→P406)

1170 Great Rampag
Attachment
Equipment La
Synthesis —
Obtained "Fashion Guild" (→P315)

1171 Usamimi Justice
Attachment
Equipment Fu
Synthesis —
Obtain "Rabbit Guild" (→P308)

1172 Shoulder Shield
Attachment
Equipment Fu
"Synthesis" —
Obtained Treasure: Tomb of the Illusionary Scope (→P406)

1173 Spike Armor
Attachment
Equipment Fu
[Synthesis] —
Obtain "Good Boss" (→P366)

1174 Mask
Attachment
Equipment Fu
[Synthesis] —
Acquired: Prize from Nam Islet (→P367)

1175 Elite Mask
Attachment
Equipment Fu
Synthesis] —
Acquired Treasure: Tomb of the Looking Glass (→P404)

1176 Partner Mask
Attachment
Equipment Fu
Synthesis] —
Acquired Treasure: Tomb of the Looking Glass (→P404)

1177 Triangular Hat
Attachment
Equipment Fu
合成 —
Acquired: Prize from Nam Islet (→P367)

1178 Sunglasses (Square)
Attachment
Equipment
Synthesis P536
Obtainable: Only via synthesis

1179 False-Nose Glasses
Attachment
Equipment Fu
Synthesis P531
Obtainable: Only via synthesis

1180 Flask That Looks Usable for Experiments
Attachment
Equipment Pa
Synthesis —
Obtain "No.77 Determination to Enter the Desert

[1181 Pirate Hat
Attachment
Equipment Pa
Synthesis —
Acquisition Drop · Wandering Corpse Fierce Warrior (2) (→P443)

1182 Straw Hat
Attachment
Equipment Ba
Synthesis —
Acquired: Prize from Nam Islet (→P367)

1183 Tokunaga
Attachment
Equipment Pa
合成 P543
Obtainable: Only via synthesis

1184 Chef's Hat
Attachment
Equipment Pa
[Synthesis] —
Acquired: Prize from Nam Islet (→P367)

1185 Pirate Hat DX
Attachment
Equipment Ba
Synthesis —
Acquisition Treasure · Tomb of the Looking Glass (→P400)

1186 Cat Hat
Attachment
Equipment Pa
Synthesis P543
Obtainable: Only via synthesis

1187 hyanko
Attachment
Equipment Pa
[Synthesis]—
Obtain "Rabbit Guild" (→P308)

1188 Usamimi Pirates
Attachment
Equipment Pa
Synthesis—
Obtain "Rabbit Guild" (→P308)

1189 Lovely Necklace
Attachment
Equipment Yu, Pa
Synthesis P535
Obtainable: Only via synthesis

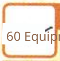
1190 Monocle
Attachment
Equipment Yu, Ka, Re, Fu
Synthesis P535
Acquisition: Obtainable only through synthesis

1191 Rouge
Attachment
Equipment: All
[Synthesis —
Obtain: The Team Battle Merciless Prize (→P360)

1192 Masked Phantom Mask
Attachment
Equip: Y, Ba
[Synthesis]—
Location: Grave of Treasures · Mirage (→P404)

1193 Frameless Glasses
Attachment
装備 All characters
合成 P527
Obtainable: Only via synthesis

1194 Half-frame Glasses
Attachment
Equip: Yu, E, Ka, Ri, Reji
Synthesis P527
Obtain: Can only be obtained by synthesis


1195 Full-frame Glasses
Attachment
60 Equipment Power, Ref, Ba
Synthesis —
Obtain "Rabbit Guild" (→P308)

1196 Sunglasses (Round)
Attachment
Equipment: All
Synthesis P527
Obtainable: Only via synthesis

1197 Sunglasses (Triangle)
Attachment
Equippable: Yuri, Karol, Rita, Repede, Judith, Flynn
P527
Acquisition: Obtainable only through synthesis

1198 Blue Goggles
Attachment
Equippable: Yuri, Estelle, Rita, Regen (Reggie), Flynn, Patty
Synthesis P529
Acquisition: Obtainable only through synthesis

1199 Visor
Attachment
Equippable: Judith, Flynn
Synthesis P530
Obtainable: Only via synthesis

1200 Gurguru Glasses
Attachment
Equippable: All
Synthesis P530
Obtainable: Only via synthesis

1201 Lament Glasses
Attachment
[Equippable: everyone except Rapide
Synthesis P534
Acquisition: obtainable only by synthesis]

1202 Laughing Glasses
Attachment
Equippable: everyone except Rabid
Synthesis P534
Acquisition: obtainable only by synthesis

1203 Anger Glasses
Attachment
[Equippable: everyone except Rapide
Synthesis P534
Acquisition: obtainable only by synthesis]

1204 Tiara
Attachment
Equippable: E, La
|Synthesis —
Acquisition: "Favorite Toys (2)" (→P365)

1205 Veil
Attachment
Equip Yu, Ella, Ri, Ji
Synthesis —
Obtain "Ghost's Lost Item" (→P310)

1206 Angel Set
Attachment
Equip Yu, E, Re, Fu
Synthesis P543
Obtainable: Only via synthesis

1207 Devil Set
Attachment
Equip Yuri, Ji
Synthesis P543
Obtainable: Only via synthesis

1208 Hat (Black)
Attachment
Equip Yu, Karel
Synthesis P530
Obtainable: Only via synthesis

1209 Hat (Another Color) Attachment
Equip Yu, E, Ri 合成 P529
Obtainable: Only via synthesis

1210 Mint Hat Attachment
Equip: Yu, E, Ka 合成 P543
Obtainable: Only via synthesis

1211 Basket Attachment
Equip: Era, Kari, Re, Pa Synthesis P538
Obtainable: Only via synthesis

1212 Valkyrie's Battle Helm Attachment
Equip: E, Ka, Ri, Ji Synthesis P543
Acquisition: Obtainable only through synthesis

1213 Eyepatch Attachment
装備 Equip: Yu, E, Ri, Reji, Pa Synthesis P538
Obtainable: Only via synthesis

1214 Pipe Attachment
Equipment: A Synthesis P530
Obtainable: Only via synthesis

1215 Bandage Attachment
Equipment E, Ka, Ri, Reji, Pa 合成 P527
Obtainable: Only via synthesis

126 Blindfold Attachment
Equipment Yuri, Rey 合成 P543
Obtainable: Only via synthesis

1217 Hair Ornam Attachment
Equipment Yu, Ji Synthesis P530
Obtainable: Only via synthesis

1218 Magatam Attachment
Equipment Yuri, Ji, Patty Synthesis P527
Acquisition Can only be obtained by synthesis

1219 Shimenawa Attachment
Equipment Yu, Karri Synthesis P530
Obtainable: Only via synthesis

1220 Dog Face Attachment
Equipment All except Rapide [Synthesis] —
Acquisition "Rabbit Guild" (→P308)

1221 Dog Ears Attachment
Equipment: everyone except Rapido Synthesis] —
Acquired: Prize from Nam Islet (→

1222 Dog tail Attachment
Equip power, Fu, Pa Synthesis P535
Obtainable: Only via synthesis

1223 Dangerous Man Set Attachment
Equip Yu Synthesis —
Acquisition: "Fashionable Guild" → P315)

1224 Intellectual Bunny Ears Set Attachment
[Equip E Synthesis] —
Obtained "Fashion Guild" (→P315)

1225 Good-Wife-and-Wise-M Attachment
Equip: Erie [Synthesis] —
Obtain "Fashionable Guild" → P315)

1226 Secret Celeb Attachment
Equipment E "Synthesis" —
Obtained "Fashion Guild" (→P315)

1227 Rascal Kid Set Attachment
Thermodynamics "Synthesis" —
Obtained "Fashion Guild" (→P315)

1228 Ninja Set Attachment
Equipment Li Synthesis —
Obtained "Fashion Guild" (→P315)

1229 Cute Accessory Attachment
Equipment Ri Synthesis —
Obtain "Fashionable Guild" (→ P315)

1230 Critia Beauty Set Attachment
Equipment Ji [Synthesis] —
Obtained "Fashion Guild" (→P315)

1231 Valkyrie Set Attachment
Equipment Ji Synthesis —
Obtained "Fashion Guild" (→P315)

1232 Secret Tactics Squad Equipment Attachment
Equipment Synthesis] —
Acquisition: "Fashionable Guild" → P315)

1233 Secret Tactical Unit Assault Equipment Attachment
Equipment Fu Synthesis —
Obtained "Fashion Guild" (→P315)

1234 Detective Set Attachment
Equipment Yu, Kare Synthesis] —
Obtained "Fashion Guild" (→P315)

1235 Doctor Kit Attachment
Limited All Members [Synthesis —
Acquired from "Fashion Guild" (→P315)

1236 Nice Middle Set Attachment
[Equipment All members except Rapide Synthesis —
Obtain from "Fashion Guild" → P315)

1237 Dog Full Set Attachment
[Equipment All members except Rapide "Synthesis" —
Obtain from "Fashion Guild" (→ P315)

● Synthesis Data

There are many items that can be created by synthesis. As the story progresses, the items you can synthesize will increase, so check here.

●How to Read the Synthesis Data

Period	Type	Item Name		Cost	Synthesis Materials		
❶		② Apple Gummy	③ P364	④	Medical Herb P409	1	
					Gummy Base ⑤	1	P409

❶ The timing when that item becomes available for synthesis

② Type of synthesis item

3 Names of synthesis items and reference pages in the item data

④ Gald required to create the synthesis item

⑤ Material items required for synthesis and the required quantities, and reference pages in the item data. Note that when you obtain the item listed it will appear in the shop's synthesis list

Period	Type	Item Name		Cost	Synthesis Materials		
114 "Panacea Bottle" After Synthesis~	Items	Apple Gummi	P466	75	Medical Herb	1	P518
					Gummy Base	1	P515
		Lemon Gummi	P466	750	Medical Herb	2	P518
					Gummy Base	1	P515
		Orange Gummy	P466	187	Soul Glass	1	P516
					Gum Base	1	P515
		Pine Gummi	P466	1125	Orange Gummy	1	P466
					Earuhousentake	2	P514
		Mix Gummy	P466	750	Soul Grass	2	P516
					Medical Herb	2	P518
					Gummy Base	1	P515
		Miracle Gummi	P466	2250	Vine Gummy	1	P466
					Lemon Gummi	1	P466
					Medical Herb	4	P518
					Soul Grass	4	P516
					Gummi base	2	P515
		Specific	P466	3750	Magic Resin	1	P518
					Soul Grass	6	P516
		Special Gummi	P466	7500	Mix Gummy	1	P466
					Maka Pearl	1	P518
					Gummi base	1	P515
		Kujigumi	P466	7	Soft Tail	1	P518
					Red Bud	1	P514
					Gummi base	1	P515
		Poison Bottle	P466	112	Magic Resin	1	P518
					Mushroom Powder	1	P515
		Paralyze Bottle	P466	112	Magic Resin	1	P518
					Tingle Powder	1	P516
		Stone Bottle	P466	112	Magic Resin	1	P518
		Seal Bottle	P466	112	Magic Resin	1	P518
					Sacred Tree	1	P516
		Weak Bottle	P466	112	Magic Resin	1	P518
					Mushroom Powder	1	P515
		Mind Bottle	P466	112	Magic Resin	1	P518
					Gama Oil	1	P514
		Cure Bottle	P466	375	Magical Resin	1	P518
					Airu Housendake	1	P514
					Medical Herb	1	P518

Period	Type	Item Name		Cost	Synthesis Material		
No. 14 "Panacea Bottle" After Synthesis	道具	Dyne Bottle	P466	375	Mage Resi	1	P518
					Divine Tree	1	P516
					Paralysis Powder	1	P516
		Banashia Bottle	P466	750	Magic Resin	1	P518
					Eggbear Claw	1	P514
					Soul Grass	1	P516
					Medical Herb	3	P518
		Life Bottle	P466	375	Magic Tree Resin	1	P518
					Medical Herb	5	P518
		Holy Bottle	P466	225	Magic Tree Resin	1	P518
					Knight's Holy Deep Water	1	P515
		Dark Bottle	P466	225	Jet-black Sumi	1	P516
					Monster Bone	1	P518
					Fishman Dorsal Fin	1	P515
		Spectacles	P467	7	Magical Ore	1	P518
					Mandragora Eye	1	P518
	Main	Ravia	P468	325	Wolf Fang	1	P514
					Ilikia Herb	1	P514
		Last Fencer ※	P472	77777	Luminous Star Stone	1	P515
					Light Star Stone	2	P515
					Starstone	2	P514
		Wood Maul +1	P479	350	Wood Mall	1	P478
					Sacred Tree	1	P516
					Boar Hair	1	P514
		Mace	P481	400	Wand	1	P481
					Tingle Powder	1	P516
		Karakkaze+ 1	P490	310	Karakkaze	1	P490
					Medium Bird Feather	1	P516
	Body	Hard Mail	P504	200	Fanged Beast	1	P514
					Irikia Herb	1	P514
					Knight's Spring Water	1	P515
		Iron Guard	P505	180	Iron Hilt	1	P516
					Wolf Fang	1	P514
		Half Guard	P505	400	Divine Tree	1	P516
					Jet-Black Ink	2	P516

*To synthesize, you must have completed Secret Mission 25 (→P300) and start an "EX NEW GAME" with "Carry Over Items" selected.

●Synthesis Data

Period	Type	Item Name		Cost	Synthesis Materials		
No. 14 "Banashia Bottle" After Synthesis~	Accessory	Wearing Cloak	P510	65	Petit Puri Fruit	1	P517
					Irikia Herb	1	P514
		Leather Boots	P511	100	Fangbeast Fur	3	P514
	Valuables	Moon Selector	P519	1000	Red-Eyed Lens	1	P516
					Insect Horn	3	P518
		Special Flag	P519	1000	Magic Ore	3	P518
					Bat Wing	2	P515
					Soft Tail	2	P518
1018 · After reaching Aspio (	道具	Hourglass	P467	100	Songstone	1	P517
					Blue Star Gem	1	P516
	Main	Longsword	P468	350	Fishman's Loot	1	P515
					Irikia Grass	1	P514
					Long Needle	1	P517
		Ouka	P490	325	Bat Wing	1	P515
					Red Bud	1	P514
					Ilikia Grass	1	P514
	Head	Sharp Cutter	P503	90	Mane	1	P516
					Medium Bird Feather	1	P516
					Insect Feather	2	P518
		Ribbon	P503	130	Red bud	1	P514
					Irikia Grass	1	P514
					Puchi Puri Lea	2	P517
	Body	Ring Mail	P504	300	Mandragora Eye	1	P518
					Medium Bird Feather	1	P516
					Mane	1	P516
		Chain Guard	P505	275	Fanged Beast Pelt	1	P514
					Red Bud	1	P514
					Earuhousentake	2	P514
		Leather Jacket	P508	220	Beast's fur	1	P514
					Mane	2	P516
	Accessory	Poison Charm	P509	1500	Potent antibiotic	1	P518
					Irikia herb	1	P514
12. After Reaching Harur	Main	Great Axe+1	P474	495	Great Axe	1	P474
					Magic ore	1	P518
		Lock +1	P485	400	Chain	1	P485
					Paralysis Powder	2	P516
		Ouka+1	P490	400	Ouka	1	P490
					Petit Puri Leaf	1	P517
	Head	Iron Saret	P502	120	Iron Handle	1	P516
					Mane	1	P516
					Soft Tail	2	P518
		Iron Circlet	P502	110	Iron Spike	1	P516
					Small Bird Feather	1	P515
					Irikia Herb	2	P514
	Body	Iron Mail	P504	425	Bear Pelt	1	P515
					Iron Handle	1	P516
					Iron Tip	1	P516
		Amber Cloak	P506	410	Toad Oil	1	P514
					Magic Ore	1	P518
					Ilikia Grass	2	P514
		Iron Parts	P508	345	Jet-Black Ink	1	P516
					Iron Handle	1	P516
					Iron Tip	2	P516
	Accessory	Leather Mantle	P510	140	Fanged Beast	3	P514
					Ilikia Herb	1	P514
					Bear pelt	1	P515
No. 28	メイン	Scarf +1	P483	575	muffler	1	P483
					Aphid	1	P514

Period	Type	Item Name		Cost	Synthesis Materials		
After reaching 128·Kabua·Knoll~	Accessory	Accessory Attack Ring	P510	3500	Power Light	1	P517
					Basilisk Scale	1	P517
	Valuables	Frameless Glasses	P524	3000	Turtle Shell	2	P514
					Broken Dagger	2	P514
					Basilisk Scale	2	P517
		Half-Frame Glasses	P524	3000	Basilisk Scale	2	P517
					Shell	2	P514
					Aphid	1	P514
		Sunglasses (round)	P524	3000	Shell	1	P514
					Long Needle	2	P517
					Jet-Black Ink	5	P516
		Sunglasses (Triangle)	P524	3000	Roper's Tentacle	1	P518
					Long Needle	2	P517
					Jet-Black Ink	5	P516
		Adhesive Bandage	P525	3000	Sturdy Vine	2	P516
					Mysterious Cloth	3	P517
		Magatama	P525	3000	Hoof	2	P517
					Mane	2	P516
					Tolby Water	5	P517
No. 3・After the Libro Battle	Main	Heavy Maul +1	P479	700	Heavy Maul	1	P479
					Basilisk Scale	2	P517
		Leather Whip	P485	800	Hard Skin	1	P514
					Scarf	1	P483
		Kogarashi +1	P490	300	Kogarashi	1	P490
					Broken Short Sword	1	P514
		Tamahagane +1	P490	600	Tamahagane	1	P490
					Fragment of a grimoire	2	P518
		Kotaro	P491	600	Long needle	1	P517
					Tolby Water	2	P517
					Torbi Fish	2	P517
	Head	Armet Helm	P502	265	Basilisk scale	1	P517
					Shell	1	P514
					Magic Ore	2	P518
		Bronze Circlet	P502	240	Magical Ore	1	P518
					Shell	1	P514
					PuchiPuri Leaf	2	P517
	Body	Chain Mail	P504	585	Rover Tentacle	1	P518
					Apeman's Coarse Hair	1	P514
					Magic Tome Fragment	2	P518
		Breast Guard	P505	490	Basilisk Scale	1	P517
					Aphid	2	P514
					Rover Tentacle	2	P518
		Silk Cloak	P506	450	Apeman's Coarse Hair	1	P514
					Boar Hair	1	P514
					Roper Tentacle	x2	P518
		Thief Jacket	P508	460	Basilisk Scale	x1	P517
					Aphid	2	P514
					Ilikia Herb	2	P514
	Accessory	Paralyze Charm	P509	1500	Hoof	1	P517
					Merman Dorsal Fin	2	P515
					Merman Weapon	2	P515
		Talisman	P509	500	Sacred Tree	2	P516
					Roper Tentacle	1	P518
					Jet-Black Ink	1	P516
		Sephira	P512	1500	Mandrake整	2	P518
					Hibioni Bark	2	P517
					Petit Puri Leaf	2	P517

Period	Type	Item Name		Cost	Synthesis Materials		
No. 36 • After reaching Kabua • Trim~	Main	Morning Star +1	P482	700	Morning Star	1	P481
					Soft Tail	1	P518
					Bat wing	1	P515
		Leather Whip +1	P485	830	Leather whip	1	P485
					Hard hide	1	P514
	サブ	Round Shield	P498	250	Shell	1	P514
					Torbifish	2	P517
					Tolby Water	2	P517
	Head	Cat headband	P502	200	Mane	2	P516
					Turby Water	2	P517
					Soft Tail	2	P518
		Pretty Ribbon	P503	340	Rover's Tentacle	1	P518
					Primate's Coarse Hair	2	P514
					Mane	2	P516
	体	Lamella leather	P504	750	Hard hide	1	P514
					Aphid	1	P514
					Bat wing	2	P515
		Lamella Guard	P505	660	Hard hide	1	P514
					Shell	1	P514
					Mane	2	P516
		Feather Cloak	P506	600	Hard Hide	1	P514
					Small Bird Feather	2	P515
					Medium Bird Feather	2	P516
		Cocktail dress	P506	675	Water-repellent Cloth	1	P518
					Basilisk Scale	2	P517
					Torbifish	2	P517
		Steel Parts	P508	525	Basilisk Scale	1	P517
					Roper Tentacle	1	P518
					Shell	1	P514
No. 7 After reaching 3·Culbokram	Main	Tsurugi	P468	680	Knight Sword	1	P468
					Rhino Horn	1	P515
		Gradius +1	P468	850	Gladius	1	P468
					Basilisk Scale	1	P517
					Broken Dagger	2	P514
		War Axe+1	P474	900	War Axe	1	P474
					Large Scissors	2	P514
		Ogre Axe	P474	750	Sharp Blade	1	P516
					Torbifish	2	P517
		Sash +1	P483	400	Sash	1	P483
					Water-repellent cloth	1	P518
		Tamahagane+2a	P491	900	Tamahagane +1	1	P490
					Torbee Water	1	P517
					Boar Hair	2	P514
		Tamaharigane+2B	P491	900	Tamaharigane+1	1	P490
					Torbee Fish	1	P517
					Basilisk Scale	2	P517
		Kotaro +1	P491	900	Kotaro	1	P491
					Broken Dagger	1	P514
					Long Needle	1	P517
	Sub	Kite Shield	P498	360	Turtle Shell	1	P514
					Torbee Fish	3	P517
					Torbee Water	3	P517
		Knuckle Duster	P499	340	Sturdy Vine	2	P516
					Hard Thorn	1	P514
		Aqua Dingen	P49	310	Magical Tome Fragment	2	P518
					Torbi Water	2	P517
					Puchi Puri Leaf	1	P517

Period	Type	Item Name		Cost	Synthesis Materials		
No. 7 After reaching 3·Culbokram	Head	Round Beret	P503	300	Turtle Shell	1	P514
					Water-repellent Cloth	1	P518
					Tolby Fish	2	P517
		Purple Ribbon	P504	425	Water-repellent cloth	1	P518
					Gama oil	2	P514
					Tolby Water	2	P517
					Soft Tail	1	P518
	Body	Sprint Mail	P504	950	Turtle Shell	1	P514
					Water-repellent cloth	2	P518
					Tolby Fish	2	P517
		Royal Guard	P505	1100	Water-repellent cloth	2	P518
					Turtle Shell	2	P514
					Torby Water	2	P517
		Magical Tunic	P506	1000	Mahaka Jewel	1	P518
					Soft tail	2	P518
					Torby Water	2	P517
	Accessory	Defense Ring	P510	3500	Shield Light	1	P516
					Turtle Shell	1	P514
		Fine Boots	P511	375	Water-repellent Cloth	1	P518
					Large Scissors	1	P514
					Soft Tail	5	P518
		Magic Mist	P512	5000	Piece of Grimoire	1	P518
					Rover Tentacle	2	P518
					Sacred Tree	1	P516
					Magic Stone	1	P518
14·After Reaching Dangrest~	Main	Compact Sword +1	P468	300	Mysterious Cloth (不思議な布)	1	P517
					Red-Eye Lens	1	P516
					Compact Sword	1	P468
		Tsurugi +1	P468	940	Tsurugi	1	P468
					Turtle Shell	1	P514
					Small Bird Feather	3	P515
		Estoc	P469	1000	Insect Horn	1	P518
					Hoof	1	P517
					Crab Shell	1	P514
		Bastard Sword	P469	1100	Hell Scythe	1	P516
					Magical Resin	1	P518
					Insect Horn	1	P518
		Karolian Hammer	P480	260	Hell Scythe	1	P516
					Turtle Shell	1	P514
					Long Needle	1	P517
		Karolian Hammer+1	P480	975	Karolian Hammer	1	P480
					Red Eye Lens	1	P516
					Mysterious Cloth	1	P517
		Chain Whip	P485	1200	Magic Resin	1	P518
					Iron Handle	1	P516
					Iron Tip	2	P516
		Variable Edge	P487	1330	Magic Resin	1	P518
					Mane	1	P516
					Hoof	1	P517
					Large Claw	1	P514
	Sub	A Bag That Can Hold Anything	P501	4000	Mysterious Cloth	1	P517
					Red-Eye Lens	2	P516
					Turtle Shell	2	P514
		Spiked Collar	P501	295	Hard Thorn	2	P514
					Sturdy Vine	1	P516
	Head	Safety Helm	P502	360	Turtle Shell	2	P514
					Crab Carapace	2	P514
					Gama oil	1	P514

Period	Type	Item Name		Cost	Synthesis Materials		
14 · After Reaching Dangrest	Head	Holy Circlet	P503	325	Basilisk Scale	1	P517
					Toruby Water	2	P517
					Turtle Shell	2	P514
					False Box Fang	1	P515
	Body	Prest Plate	P504	1200	Water-repellent Cloth	1	P518
					Crab Shell	2	P514
					Petitpri Leaf	2	P517
		Battle Guard	P505	1075	Crab Shell	1	P514
					Torbifish	2	P517
					Broken Short Sword	2	P514
		Witch Dress	P506	1100	Mysterious Cloth (不思議な布)	1	P517
					Petitpri Leaf	2	P517
					Sturdy Vine	2	P516
					Boar Hair	1	P514
		Leather Coat	P507	1200	Mysterious Cloth	1	P517
					Fangbeast Hide	2	P514
					Sturdy Vine	2	P516
		Raincoat	P508	1000	Water-Repellent Cloth	3	P518
	Accessory	Biyohan	P509	2500	Strong Liquor	1	P515
					Small bird feather	1	P515
		Shiv's Mantle	P510	375	Bat wing	2	P515
					Small Bird Feather	2	P515
					Toruby Water	1	P517
		Rabbit Symbol	P511	750	Rabbit Ear	1	P514
					Small Bird Feather	2	P515
					Toruby Fish	2	P517
		Feat Symbol	P511	750	Fake Box Fang	1	P515
					Sharp Blade	2	P516
					Long Needle	2	P517
	Valuables	Winged Boots	P519	1000	Small Bird Feather	2	P515
					Medium Bird Feather	2	P516
					Mane	1	P516
					Grimoire Page	1	P518
No. After Gigalarva Battle 14~	Main	Ebe+1	P469	1300	Eve	1	P469
					Scythe of Hell	1	P516
					Hoof	1	P517
					Hard Thorn	1	P514
		Battle Sword+1	P469	1300	Battle Sword	1	P469
					Scythe of Hell	1	P516
					Hoof	2	P517
		Ogre Axe +1	P474	1125	Ogre Axe	1	P474
					Crab Shell	1	P514
					Large Claw	1	P514
					Magic Resin	1	P518
		Iron Hammer +1	P479	1200	Iron Hammer	1	P479
					Steel Harpoon	1	P517
					Road	2	P517
		King-Size Belt +1	P483	1350	King-Size Belt	1	P483
					Magic Resin	1	P518
					Bat Wing	3	P515
		Endless Heart +1	P483	1425	Endless Heart	1	P483
					Magic Resin	1	P518
					Puchi Puri Leaf	4	P517
		Variable Edge +1a	P487	1400	Variable Edge	1	P487
					Torbi Fish	3	P517
					Turtle Shell	2	P514
		Variable Edge +1 B	P487	1400	Variable Edge	1	P487
					Trolley water	3	P517
					Basilisk Scale	2	P517

Period	Type	Item Name		Cost	Synthesis Materials		
No. 49 · After the Gigalarva Battle	Main	Yatagarasu +1	P491	1350	Yatagarasu	1	P491
					蹄	1	P517
					Hell Scythe	2	P516
	Body	Battle Suit	P504	1425	Mysterious Cloth (不思議な布)	2	P517
					Sturdy Vine	2	P516
					Basilisk Scale	2	P517
		Holy Cloak	P506	1300	Hoof	1	P517
					Tolby Water	2	P517
					Tolby Fish	2	P517
					Insect Wing	2	P518
	Valuables	Blue Goggles	P524	3000	Magic Resin	5	P518
					Bat Wing	3	P515
		Quality Hat (Another Color)	P525	3000	Large Claw	1	P514
					Soft Tail	3	P518
					Ilikia Grass	5	P514
					Primate Bristles	5	P514
No. 57 · After the start of Part II	Items	Lemon Gummi	P466	750	Apple Gummi	1	P466
					Medical Herb	1	P518
		Pine Gummi	P466	1125	Soul Grass	2	P516
					Gummy Base	1	P515
		Miracle Gummi	P466	2250	Mix Gummy	1	P466
					Medical Herb	2	P518
					Soul Grass	2	P516
					Gummi base	2	P515
		Treat	P466	3750	Magic Resin	1	P518
					Medical Herb	6	P518
		Special Gummi	P466	7500	Specific	2	P466
		Liqueur Bottle	P467	750	Knight's Holy Deep Water	1	P515
					Orange	1	P513
					Peach	1	P513
					Soul Grass	1	P516
		Cocktail Bottle	P467	750	Knight's Holy Deep Water	1	P515
					Apple	1	P513
					Strawberry	1	P513
					Tolby Water	1	P517
	Main	Karolian Sword	P468	1750	Karolian Hammer	1	P480
					Basilisk Scale	1	P517
					Large Scissors	4	P514
		Karolian Sword	P468	1750	Karolian Hammer +1	1	P480
					Basilisk Scale	1	P517
					Large Claw	2	P514
		Karolian Sword +1	P468	1875	Karolian Sword	1	P468
					Soft Tail	1	P518
					Toad Oil	2	P514
		Blue Dragon	P469	1500	Navi Metal	1	P517
					Sharp Blade	1	P516
		Blue Dragon +1	P469	1750	Blue Dragon	1	P469
					Magic Tome Fragment	2	P518
					Broken Dagger	2	P514
		Estoc +1	P469	1600	Estoc	1	P469
					Long Needle	2	P517
					Gama oil	2	P514
		Bastard Sword +1	P470	1700	Bastard Sword	1	P469
					Small bird feather	1	P515
					Trolley water	3	P517
		Bastard Sword +1 B	P470	1700	Bastard Sword	1	P469
					Small bird feather	1	P515
					Torbifish	3	P517

Period	Type	Item Name		Cost	Synthesis Materials		
No.57 - After Part II begins ~	Main	Onibouchou	P470	1900	Fishman Fang	3	P515
					Wolf fang	1	P514
					Hell Scythe	1	P516
		Crescent Axe	P474	1400	Hell Scythe	1	P516
					Magic Ore	1	P518
					Basilisk Scale	1	P517
		Crescent Axe+1	P475	1700	Crescent Axe	1	P474
					Magic Ore	1	P518
					Basilisk Scale	2	P517
		Kalinga+1	P475	1900	Kalinga	1	P475
					Rhino Horn	1	P515
					Hard Hide	2	P514
		War Pike	P477	1450	Long Needle	4	P517
					Sacred Tree	1	P516
		War Pike +1	P477	1600	War Bike	1	P477
					Hell Scythe	2	P516
					Petitpri leaf	2	P517
		Halberd	P477	1700	Soul shard	3	P518
					Long needle	1	P517
					Hell scythe	1	P516
		Spike hammer	P479	1650	Hard thorn	3	P514
					Wood Malle	1	P478
		Wizard's Horn	P482	1600	Magic book fragment	1	P518
					Broken Dagger	3	P514
		Rivet Belt	P484	1500	Mysterious Cloth	1	P517
					Hard Spike	2	P514
					Mane	1	P516
		Chain Whip+1	P485	1600	Chain Whip	1	P485
					Petit Puri Leaf	1	P517
					Basilisk Scale	1	P517
		Smash Bow	P489	1675	Steel Arrowhead	1	P517
					Toruby Water	3	P517
					Toruby Fish	3	P517
		Smash Bow+1a	P489	1750	Smash Bow	1	P489
					Hoof	1	P517
					Soft Tail	2	P518
		Smash Bow +1B	P489	1750	Smash Bow	1	P489
					Hoof	2	P517
					Broken Short Sword	2	P514
		Smash Bow +2	P489	1800	Smash Bow +1	1	P489
					Insect Wing	1	P518
						1	P518
		Smash Bow +2	P489	1800	Smash Bow +1B	1	P489
					Insect Wing	1	P518
		Kotarou +2a	P491	1700		1	P518
					Kotaro+1	1	P491
					Large Claw	2	P514
		Kotaro +2β	P491	1700	Kotaro+1	1	P491
					Crab Shell	2	P514
		Yatagarasu +2a	P491	1900	Yatagarasu+1	1	P491
					Broken Dagger	4	P514
					Tome Fragment	2	P518
		Yatagarasu +2B	P491	1900	Yatagarasu +1	1	P491
					Broken Dagger	2	P514
					Tome Fragment	4	P518
		Kurama	P491	1475	Monster Bone	1	P518
					Puchi Puri Leaf	3	P517
		Kurama+1a	P491	1800	Kurama	1	P491
					Broken Dagger	1	P514
					Small Bird Feather	2	P515

Period	Type	Item Name		Cost	Synthesis Materials		
17. After Part II begins ~	メ In	Kurama+1β	P491	1800	Kurama	1	P491
					Hard Spike	1	P514
					Spider Web	2	P515
	Head	Fine Pellet	P503	440	Primate Bristles	2	P514
					Small Bird Feather	2	P515
					Puchi Puri Leaf	3	P517
		Viking Hat	P503	550	Soul Fragment	1	P518
					Fishman Fang	2	P515
					Fishman Dorsal	2	P515
					Hard Hide	1	P514
		Check Ribbon	P504	500	Mysterious Cloth (不思議な布)		P517
					Sturdy Vine	2	P516
					Small Bird Feather	2	P515
					Magic Ore	1	P518
	Body	long coat	P507	1350	Basilisk Scale		P517
					Small bird feather	2	P515
					Insect Wing	2	P518
	Accessory	Holy symbol	P510	4000	Soul shard	1	P518
					Golden horn	1	P514
					Fake Box Fang	2	P515
		Sheep's Tattoo	P511	2000	Steel arrowhead	1	P517
					Monster Bone	3	P518
					Numbing Powder	3	P516
		Reverse Doll	P512	25000	Magical Tome Fragment	3	P518
					Navi Metal	2	P517
					Numbing Powder	1	P516
	貴重品	Special Flag R	P519	1000	Monster Bone	2	P518
					Bear pelt	2	P515
					Wolf Fang	2	P514
					Primate Bristles	2	P514
		Limit Trio	P520	1000	Limits Duo	1	P520
					Frey Stone	1	P517
					Freeze Stone	1	P517
		Visor	P524	3000	Red-Eye Lens	1	P516
					Scale Dragon Hide	3	P518
					Giant Bird Beak	1	P516
		Spiral Glasses	P524	3000	Fishman Fang	2	P515
					Fishman Dorsal Fin	1	P515
					Hell Scythe	1	P516
		Hat (black)	P524	3000	Large Claw	1	P514
					Soft Tail	3	P518
					Irikia Herb	5	P514
					Reed Oil	1	P514
		Pipe	P525	3000	Donguri Met	1	P517
					Petit Puri Fruit	3	P517
					Mushroom Powder	2	P515
					[Fuzz]	5	P518
		Hair Orn	P525	3000	Pointed Beak	1	P516
					Dezue Gold Sand	5	P516
					Cactus Spine	2	P515
		Shimenawa (sacred straw rope)	P525	3000	Boar Hair	5	P514
					Irikia Herb	2	P514
					Sacred Tree	1	P516
					Hominid Coarse Hair	3	P514
					Hibioni Bark	3	P517
No. 70	Main	Onibouchou+1	P470	2000	Onibouchou	1	P470
					Fishman Fang	1	P515
					Wolf Fang	2	P514

Period	Type	Item Name		Cost	Synthesis Ma		
No. 70 • After reaching Nordvorrica~	Main	Baselard +1a	P470	2000	Bazelard	1	P470
					Fishman Fang	2	P515
		Vazerad + 1β	P470	2000	Baselard	1	P470
					Wolf Fang	2	P514
		War Harpoon	P477	2250	Cactus Spine	1	P515
					Numbing Powder	2	P516
					Medium Bird Feather	2	P516
		Spike Hammer+1a	P479	2225	Spike Hammer	1	P479
					Dezue Iron Sand	2	P516
					Wolf Far	2	P514
		Spike Hammer+1B	P479	2225	Spike Hammer	1	P479
					Dezue Gold Sand	2	P516
					Wolf Fang	2	P514
		War Staff	P480	1900	Kai	1	P480
					Dezu-e Iron Sand	1	P516
					Wolf Fang	1	P514
		Wizard's Horn+1a	P482	2100	Wizard's Horn	1	P482
					Soul Fragment	1	P518
					Desue Iron Sand	2	P516
		Wizard's Horn+1B	P482	2100	Wizard's Horn	1	P482
					Soul Fragment	2	P518
					Desue Iron Sand	1	P516
		Record of Resolve	P483	2100	Spider Web	1	P515
					Bat Wing	1	P515
					Soft Tail	2	P518
		High-Power Yo-Yo +1	P485	2100	High-Power Yo-Yo	1	P485
					Soul Fragment	1	P518
					Wolf Fang	2	P514
		Snipe Syphos +1 q	P487	2225	Snipe Syphos	1	P487
					Basilisk Scale	2	P517
		Snipe Syphos +18	P487	2225	Snipe Syphos	1	P487
					Bat Wing	2	P515
		Spike Bow	P489	2300	Cockatrice Claw	1	P515
					Cactus Spine	1	P515
					Mushroom Powder	2	P515
		Takemikazuchi Storm	P493	2200	Takemikazuchi	1	P493
					Paralysis Powder	2	P516
		Pirate Knife+1	P494	250	Pirate Knife	1	P494
					Fishman Dorsal Fin	1	P515
	Sub	Knight Shield	P498	500	Crab Shell	1	P514
					Dezue Iron Sand	2	P516
		Stormbringer	P500	575	Magic book fragment	2	P518
					Bat Wing	1	P515
					Shell	1	P514
					Merman dorsal fin	1	P515
		Mangoshu	P500	450	Wolf fang	2	P514
					Spiderweb	2	P515
					Dezue gold sand	1	P516
		Metal Color	P501	440	Dezue iron sand	1	P516
					Shell	1	P514
					Soul Fragment	1	P518
	Head	Knight Helm	P502	725	Knight's Spring	4	P515
					Fishman's Dorsal Fin	2	P515
					Hard Skin	1	P514
		Headdress	P503	590	Shell	2	P514
					Soul Fragment	2	P518
					Mysterious Cl	2	P517

Period	Type	Item Name		Cost	Synthesis Materials		
No. 70 • After reaching Node Volica	Head	Blue Ribbon	P504	650	Soul Fragment	1	P518
					Toruby Water	2	P517
					Shell	2	P514
					Toruby Fish	1	P517
	Body	Knight Armor	P504	1735	Navimetal	1	P517
					Knight's Spring Water	3	P515
					Fishman Dorsal Fin	2	P515
		Absolutely	P504	1950	Desue Iron Sa	1	P516
					Donguri Met	1	P517
					Insect Win	2	P518
					Soft Tail	2	P518
		Mighty Guard	P506	1575	Navi Metal	2	P517
					Fishman Dorsal Fin	2	P515
					Donguri Met	2	P517
		Midi Blouse	P506	1650	Rubber skin	1	P515
					Soft Tail	2	P518
					Donguri Met	2	P517
					Mane	1	P516
		Hard Coat	P507	1450	Crab Shell	1	P514
					Shell	2	P514
					Merfolk dorsal fin	2	P515
		Metal Jacket	P508	1500	Navi Metal	2	P517
					Sturdy Vine	2	P516
					Hard Thorn	2	P514
	Accessory	Stone Charm	P509	2500	Dezue Iron Sand	1	P516
					Crab Shell	1	P514
					Rhino Horn	1	P515
					Turtle Shell	1	P514
					Seashell	4	P514
		Drain Charm	P509	2500	Soul Fragme	1	P518
					Roper Tentacle	2	P518
					Toad Oil	6	P514
					Pointed Beak	1	P516
		Resume Ring	P510	2500	Speed Light	1	P516
					Spider Web	1	P515
					Earuhousen-take		P514
		Iron Leggings	P511	600	Magic Ore	2	P518
					Merfolk dorsal fin	2	P515
		Garnet	P511	4000	Navi Metal	1	P517
					Soul Shard	1	P518
					Flay Stone	5	P517
		Aquamarine	P511	4000	Navi Metal	1	P517
					Soul Shard	1	P518
					Freeze Stone	5	P517
		Opal	P512	4000	Navi Metal	1	P517
					Soul Fragment	1	P518
					Air Stone	5	P514
		Ruby	P512	4000	Navi Metal	1	P517
					Spirit Fragment	1	P518
					Geo Stone	5	P516
	Valuables	Arts Ball	P519	1000	Evil Bone	1	P518
					Magical Ore	1	P518
					Silver Ore	1	P515
		Earring	P523	3000	Soul shard	2	P518
					Silver	2	P515
					Magical Ore	2	P518
		Fake Nose Glasses	P524	3000	Spider Web	3	P515
					Apefolk Stiff Hair	2	P514
					Mandragora Eye	2	P518

Period	Type	Item Name		Cost	Synthesis Materials		
No. 7. After reaching Mantyk	Main	Stinger	P469	2600	Knight's Holy Deep Water	1	P515
					Iron Spearhead	1	P516
					Pointed Beak	2	P516
					Cactus Needle	2	P515
		Stinger+1	P469	2900	Stinger	1	P469
					Fraistone	2	P517
					Pointed Beak	2	P516
		Haitsurugi	P470	2450	Tsurugi	1	P468
					Wolf Fang	2	P514
					Paralysis Powder	2	P516
		Haitsurugi	P470	2450	Tsurugi +1	1	P468
					Wolf Fang	1	P514
					Paralysis Powder	1	P516
		Spine Ripper+1	P471	2900	Spine Ripper	1	P471
					Spiderweb	1	P515
					Medium bird feather	2	P516
		Riot	P472	3000	Geo Stone	1	P516
					Dezue iron sand	2	P516
					Sharp blade	2	P516
		Flammverge	P472	2750	Flay Stone	1	P517
					Sharp blade	2	P516
					Iron Hilt	2	P516
		Zagnal +1a	P475	2650	Zagnar	1	P475
					Eggbear claw	1	P514
					Mushroom powder	2	P515
		Zagnal +1B	P475	2650	Zagnal	1	P475
					Eggbear Claw	1	P514
					Paralysis Powder	2	P516
		Seltis +1a	P475	3100	Celtis	1	P475
					Roper Tentacle	2	P518
					Medium Bird Feather	2	P516
		Celtis +1B	P475	3100	Seltis	1	P475
					Rover Tentacle	2	P518
					Bat Wing	2	P515
		Executioner	P477	2750	Cactus Spine	2	P515
					Cockatrice Claw	2	P515
					Rover's Tentacle	2	P518
		War Harpoon +1a	P477	2500	[War Harp]	1	P477
					Spider Web	2	P515
		War Harpoon+1β	P477	2500	War Harpoon	1	P477
					Mandragora's Eye	2	P518
		[Ahriman	P478	3000	Executioner	1	P477
					Fray Stone	1	P517
					Lobber Tentacle	2	P518
		Shiva	P478	3000	Executioner	1	P477
					Freeze Stone	1	P517
					Lobber Tentacle	2	P518
		Record of Determination+1	P483	2750	Kakugo Record	1	P483
					Bear Pelt	1	P515
					Bat Wing	2	P515
		Perfect Green+1	P484	3900	Perfect Green	1	P483
					Earthstone	2	P514
					Ilikia Herb	2	P514
		Perfect Green +1	P484	3900	Perfect Green	1	P483
					Air Stone	2	P514
					Petit Pri Leaf	2	P517
		Growing Ribbon	P486	2850	Flay Stone	1	P517
					Bat Wing	2	P515
					Medium Bird Feather	2	P516

Period	Type	Item Name		Cost	Synthesis Materials		
17. After reaching Mantyk	Main	Growing Ribbon+1q	P486	2850	Growing Ribbon	1	P486
					Flay Stone	1	P517
					Bat Wing	2	P515
		Growing Ribbon+1β	P486	2850	Growing Ribbon	1	P486
					Freystone	1	P517
					Medium Bird Feather	2	P516
		Gale Spreader	P488	3350	Rapid Shot	1	P488
					Air Stone	1	P514
					Spider Web	2	P515
		Burn Spreader	P488	3350	Rapid Shot	1	P488
					Freystone	1	P517
					Spider Web	2	P515
		Rapid Shot	P488	3250	Flay Stone	1	P517
					Medium Bird Feather	2	P516
					Desue Iron Sand	2	P516
		Defender Bow	P489	3000	Spike Bow	1	P489
					Bear fur	3	P515
		Strike Horn Bow	P489	2750	Spike Bow	1	P489
					Wolf fang	3	P514
		Takemikazuchi Flame	P493	2750	Takemikazuchi	1	P493
					Frey Stone	1	P517
					Medium Bird Feather	2	P516
		Takemikazuchi Storm +1a	P494	2400	Takemikazuchi Storm	1	P493
					Paralysis Powder	3	P516
		Takemikazuchi Storm +1β	P494	2400	Takemikazuchi Storm	1	P493
					Cactus Spine	3	P515
		Mizuchi	P494	2650	Freeze Stone	1	P517
					Pointed Beak	2	P516
					Broken Dagger	2	P514
		Mizuchi+1a	P494	2900	Mizuchi	1	P494
					Freeze Stone	1	P517
					Cockatrice Claw	2	P515
		Mizuchi +1β	P494	2900	Mizuchi	1	P494
					Freeze Stone	1	P517
					Roper's Tentacle	2	P518
		Pirate Knife	P494	1750	Broken Dagger	1	P514
					Turtle Shell	1	P514
					Crab Carapace	1	P514
		Ribusia+1α	P494	2350	Ribusia	1	P494
					Wolf Fang	2	P514
					Large Scissors	2	P514
		Ribusia +1B	P494	2350	Ribusia	1	P494
					Sharp Blade	2	P516
					Large Scissors	2	P514
		Vise+1	P495	2750	Vise	1	P495
					Mandrake Eye	2	P518
					Mushroom Powder	1	P515
	サブ	Queen of Heart	P499	600	Dezue Gold Sand	1	P516
					Mandrake Eye	3	P518
					Air Housentake (Air Fungus)	3	P514
		Incredibly Fits	P501	10000	Roper Tentacle	1	P518
					Spider Web	1	P515
					Bat Wing	4	P515
		Gladiator	P501	1450	Wolf Fang	1	P514
					Bat Wing	3	P515
					Bear Fur	3	P515
	頭	Silver Helm	P502	850	Silver Ore	2	P515
					Dezue Gold Dust	2	P516
					Large Claw	2	P514

Period	Type	Item Name		Cost	Synthesis Materials		
No. 76 • After reaching Mantike~	Body	Silver Circlet P502775			Silver	2	P515
					Desue Iron Sand	2	P516
					Mandragora's 瞳	2	P518
					Paralysis Po	1	P516
		Silver Hat	P503	675	Silver Ore	2	P515
					Bear pelt	2	P515
					Desue Iron Sand	2	P516
					Spider Web	1	P515
		Celebrity's Ribbon	P504	835	Mandragora Eye	2	P518
					Cactus needle	2	P515
					Spider web	2	P515
					Dez Factory Gold Sand	1	P516
		Silver Mail			Silver Ore	3	P515
			P5042250		Bear Pelt	1	P515
					Spider Web	1	P515
		Full Plate			Flay Stone	1	P517
			P5052850		Cockatrice Claw	3	P515
					Bat Wing	3	P515
		|Silver Guard			Silver Ore	3	P515
			P5052000		Sharp Beak	2	P516
					Soft Tail	3	P518
		Phoenix Guard			Frey Stone	1	P517
			P5062100		Medium Bird Feather	2	P516
					Small Bird Feather	3	P515
		|Silver Cloak P5062200			Silver Ore	2	P515
					Bat Wing	2	P515
					Spider Web	2	P515
					Steel Harpoon	1	P517
		Silver Coat			Silver Ore	2	P515
			P507	2100	Bear Pelt	1	P515
					| Ealhou Centake		P514
		Silver Parts	P508	1975	Dezue Gold Dust	1	P516
					| Ealhou Centake	2	P514
					Paralysis Powder	2	P516
					Spider Web	1	P515
	Accessory	Flare Mantle	P510	1000	Cape	1	P510
					Flay Stone	3	P517
		Aqua Mantle			Mantle	1	P510
			P5101100		Freeze Stone	2	P517
					Cactus Needle	1	P515
		Strange Mark			Spider Web	1	P515
			P5115000		Freystone	1	P517
					Dezue Iron Sand	1	P516
		Silver Leggings P511800			Silver Ore	2	P515
					[Leather Boots	1	P511
No. 85 • After reaching Node Bolica (audience with Belius) (	Main	Ice Coffin			Freeze Stone	1	P517
			P469	3200	Iron Tip	1	P516
					Silver Nugget	2	P515
		Ice Coffin+1q			Ice Coffin	1	P469
			P469	3350	Silver Ore	1	P515
					Wolf Fang	2	P514
		Ice Coffin +1β			Ice Coffin	1	P469
			P469	3350	Silver Mine	1	P515
					Pointed Beak	2	P516
		Sinclair Sabre +1			|Sinclair Sabre	1	P470
			P470	3225	Silver Ore	1	P515
					Insect Wing	1	P518

Period	Type	Item Name		Cost	Synthesis Material		
No. 85 - After reaching Nordborica (audience with Belius)	Main	Riot +1			Riot	1	P472
			P472	3250	Knight's Sacred Deepwater	1	P515
					Iron Hilt	3	P516
		Riot + 1B			Riot	1	P472
			P472	3250	Knight's Holy Deep Water	1	P515
					Iron Spearhead	3	P516
		Vobarl Sword P472 3100			Freeze Stone	1	P517
					Wolf Fang	1	P514
					Hell Scythe	1	P516
					Large Claw	1	P514
		Crimson Axe P4753780			Flaystone	2	P517
					Turtle Tail	2	P515
					Pointed Beak	2	P516
					Sacred Tree	2	P516
		Minotaur+1			Minotaur	1	P476
			P4763700		Red-Eye Lens	4	P516
					Steel Harpoon	2	P517
		Ruby Wand	P482	3500	Chris Naga	1	P471
					Hibioni Bark	2	P517
					Wolf Fang	2	P514
					Mushroom Powder	2	P515
		Kakugo Record +2			Kakugo Record +1	1	P483
			P4833700		Steel Javelin	2	P517
					|Red-Eye Lens	3	P516
		Ever Blue	P484	3700	Wekea Ore	2	P514
					Iron Handle	2	P516
					Iron Tip	2	P516
					Yurzo Crystal	2	P518
		Easy Play+1a P4863000			Easy Play	1	P486
					Iron Spearhead	4	P516
		Easy Play+1β P486 3000			Easy Play	1	P486
					Grimoire Page	4	P518
		Jiraiya+1a			Jiraiya	1	P491
			P4913150		Knight's Sacred Deepwater	1	P515
					Large Scissors	2	P514
		| Jiraiya + 1B			Jiraiya	1	P491
			P491	3150	Knight's Sacred Deepwater	1	P515
					Sharp Blade	2	P516
		Suzaku+1			Suzaku	1	P492
			P4923700		Red-Eye Lens	2	P516
					Mysterious Cloth	2	P517
		Vise			|Sharp Blade	2	P516
			P4952100		Bat Wing	1	P515
					Mysterious Cloth	1	P517
		|Visca +1α			Visca	1	P495
			P495	3000	Iron Tip	1	P516
					Pointed Beak	2	P516
		|Visca+1β			Visca	1	P495
			P4953000		Iron Handle	1	P516
					Hoof	2	P517
		Urakeno+1 α			Urakeno	1	P495
			P4953900		Grimoire Fragment	2	P518
					Flay Stone	2	P517
		Urakēno+1B			Urakeno	1	P495
			P4953900		Basilisk Scale	1	P517
					Frey Stone	3	P517
	サブ	Spike Shield			Knight's Holy Deep Water	1	P515
			P4981000		Turtle Shell	2	P514
					Hard Thorn	4	P514

Period	Type	Item Name		Cost	Synthesis Ma		
No. 85 - After reaching Nordborica (audience with Belius)	サブ	Defender	P499	1100	Silver Ore	2	P515
					Knight's Spring	4	P515
		Necronomicon Manuscript	P500	1900	Grimoire Page	4	P518
					Bat Wing	2	P515
					Spider Web	2	P515
		Sandal	P500	5000	Rover's Tentacle	3	P518
					Medium Bird Feather	3	P516
					Straddle	1	P517
		Pirate Gun: Koki	P501	3000	Desue Iron Sand	5	P516
					Dezue Gold Sand	3	P516
					Frey Stone	1	P517
	Head	Duel Helm	P502	1000	Knight's Holy Deep Water	2	P515
					Cactus Spine	2	P515
					Cockatrice Claw	2	P515
		Striped Ribbon	P504	900	Knight's Holy Deep Water	2	P515
					Bat Wing	2	P515
					Grimoire Fragment	2	P518
					Medium Bird Feather	1	P516
	Body	Gothic Plate	P505	3150	Knight's Holy Deep Water	2	P515
					Grimoire Fragment	2	P518
					Cactus Spine	2	P515
		Gothic Guard	P506	3150	Knight's Holy Deep Water	2	P515
					Cockatrice Claw	2	P515
					Silver Ore	2	P515
		Gothic Dress	P507	3150	Mane	1	P516
					蹄	2	P517
					Medium Bird Feather	2	P516
					Paralysis Powder	1	P516
		Gothic Cardigan	P507	3150	Knight's Holy Deep Water	1	P515
					Cockatrice Claw	2	P515
					Cactus Spine	2	P515
					Rover Tentacle	1	P518
		Spinny Jacket	P508	2950	Silver Ore	2	P515
					Dezwe Iron Sand	2	P516
					Cockatrice Claw	2	P515
	Accessory	Protect Ring	P510	3000	Knight's Sacred Deepwater	2	P515
					Dezwe Gold Sand	4	P516
		Resist Ring	P510	3000	Knight's Sacred Deepwater	2	P515
					Soul Grass	1	P516
					Magic Ore	1	P518
		Amethyst	P512	5000	Navi Metal	1	P517
					Knight's Sacred Deepwater	5	P515
		Diamond	P512	5000	Navi Metal	1	P517
					Soul Fragment	1	P518
					Knight's Holy Deep Water	4	P515
	Valuables	Sorrow Glasses	P524	3000	Orange Starstone	1	P516
					Soft Tail	2	P518
					Cockatrice Claw	2	P515
					Rubber skin	1	P515
		Laughing Glasses	P524	3000	Orange Starstone	1	P516
					Pointed Beak	2	P516
					Earuhousentake	2	P514
					Rubber skin	1	P515
		<original>Anger Glasses</original>	P524	3000	Orange Starstone	1	P516
					<original>Rover's Tentacle	2	P518
					Bear Fur</original>	2	P515
					Rubber skin	1	P515
No. 93	メイン	<original>Runeblade+1	P470	4750</original>	Rune Blade	1	P470
					Magical Tome Fragment	5	P518

Period	Type	Item Name		Cost	Synthesis Materials		
No. 93 • After reaching Mt. Temza~	Main	Zephyros	P470	3950	Airstone	1	P514
					Wolf Fang	2	P514
					Mane	2	P516
					Small Bird Feather	2	P515
		Ares	P471	3900	Geostone	1	P516
					Monster Bone	1	P518
					Sacred Tree	3	P516
		Vobal Sword+1	P472	4750	Vobral Sword	1	P472
					Airstone	2	P514
					Freeze Stone	2	P517
		Crimson Axe+1a	P475	4250	Crimson Axe	1	P475
					Demon-Hunting Wine	1	P518
					Mandrake's Eye	4	P518
		Crimson Axe +18	P475	4250	Crimson Axe	1	P475
					Monster-Hunting Sake	1	P518
					Dezue Gold Sand	4	P516
		Death Scythe	P477	4000	Dragon Tooth	1	P480
					Air Stone	2	P514
					Jet-Black Ink	2	P516
		Deadly Horn	P479	4250	Monster-Hunting Sake	1	P518
					Monster Bone	2	P518
					Paralysis Powder	2	P516
		Serpent Staff	P480	4400	Tribal Guard	1	P480
					Air Stone	2	P514
					Sacred Tree	2	P516
		Shakujo (Shakujō)	P480	4000	Tribal Guard	1	P480
					Air Stone	2	P514
					Wolf Fang	2	P514
		Dragon Tooth	P480	3500	Scaled Dragon Skin	1	P518
					Monster Bone	1	P518
					Sacred Tree	2	P516
		Ruby Wand +1a	P482	4100	Ruby Wand	1	P482
					Hibioni Bark	2	P517
					Mandrake's Eye	2	P518
		Ruby Wand +1B	P482	4100	Sharp Blade	1	P516
					Hibionia Coral	2	P517
					Mandragora Eye	2	P518
		<original>Grand Scepter</original>	P482	4000	Wekea Ore	1	P514
					Monster Bone	1	P518
					Desue Iron Sand	3	P516
		Grand Scepter +1a	P482	5000	Grand Scepter	1	P482
					Medical Herb	2	P518
					Shell	2	P514
		Grand Scepter +1β	P482	5000	Grand Scepter	1	P482
					Soul Glass	2	P516
					Basilisk Scale	2	P517
		Eva Blue +1	P484	4500	Eva Blue	1	P484
					Toad Oil	3	P514
					Turtle Tail	2	P515
		<original>Evablueβ+1	P484	4500	Ever Blue	1	P484
					Rabbit Ears</original>	3	P514
					Sturdy Vine	2	P516
		<original>Grim Guardian+1a	P486	3950	<original>Grim Guardian	1	P486</original>
					Hypionia Bark	2	P517
					Turtle Shell</original>	4	P514
		<original>Grim Guardian+1B	P486	3950	Grim Guardian	1	P486
					Hybionia Coral	2	P517
					Shell</original>	4	P514

Period	Type	Item Name		Cost	Synthesis Materials		
No. 93 · After reaching Mt. Temza~	Main	<original>Transblade |P4875000</original>			Navi Metal	5	P517
					Wolf Fang	2	P514
		Two-Form Cestus +1g	P4884400		Two-Form Cestus 1 488		|
					Turtle Tail	1 P515	
					Hibioni Bark 3 P517		
		Two-Form Cestus +1β	P488	4400	Two-Form Cestus 1 P488		
					Turtle Tail	1	P515
					Hibionia Coral	3	P517
		Quick Trigger	P488	4400	Airstone	1	P514
					Medium bird feather	2	P516
					Sacred tree	2	P516
		Quick Trigger +1α	P4884400		|Quick Trigger	1	P488
					Broken dagger	2	P514
					Red bud	3	P514
		Quick Trigger +1β	P488	4400	Quick Trigger	1	P488
					Broken dagger	2	P514
					Dez Factory Gold Sand	3	P516
		Suzaku +2a	P492	4250	Suzaku+1	1	P492
					Hipioni bark	2	P517
					Turtle Tail	2	P515
		Suzaku +2B	P492	4250	Suzaku+1	1	P492
					Hipionia Coral	2	P517
					Turtle Shell	2	P514
		Iwakirimaru	P492	3450	Air Stone	1	P514
					Sharp Blade	2	P516
					Cockatrice Claw	2	P515
		Iwakirimaru +1	P492	3900	Iwakirimaru	1	P492
					Scale Dragon Skin	2	P518
					Cockatrice Claw	3	P515
		Takemikazuchi Flame +1a	P4933800		Takemikazuchi Flame	1	P493
					Frey Stone	1	P517
					Mackerel Dragon Skin	2	P518
		Takemikazuchi Flame +1β	P493	3800	Takemikazuchi Flame	1	P493
					Frey Stone	1	P517
					Saba Dragon Skin	2	P518
		Urakeno	P4952600		Flay Stone	2	P517
					Hell Scythe	1	P516
					| Cockatrice Claw	1	P515
		Aries +1α	P4954100		Aries	1	P495
					Demon Hunter's Sake	1	P518
					Scale Dragon Skin	1	P518
		Aries + 18	P4954100		Aries	1	P495
					Sacred Tree	1	P516
					Hard Thorn	1	P514
		|Shark's Tail+1α	P4954150		Shark's Tail	1	P495
					Fishman's Fang	1	P515
					Red Eye Lens	2	P516
		|Shark's Tail+1β	P4954150		Shark's Tail	1	P495
					Fishman's Fang	1	P515
					Mysterious Cloth	2	P517
		Glow Earth+1	P4954350		Glow Earth	1	P495
					Hell Scythe	1	P516
					Geo Stone	2	P516
	サブ	Misericorde	P500	7500	Silver Ore	1	P515
					Broken Dagger	2	P514
					Air Stone	2	P514

Period	Type	Item Name		Cost	Synthesis Materials		
198 · After Reaching Mount Temza	Head	Mithril Helm	P502	1350	Hibioni Coral	2	P517
					Dezue Iron Sand	2	P516
					Acorn Met	2	P517
					Piyo Piyo Egg	1	P517
		Mithril Circlet	P5031200		Hibionia Coral	2	P517
					| Cockatrice Claw	2	P515
					Sturdy vine	1	P516
					Rabbit ear	1	P514
		Hunting Beret	P503	950	Rabbit fur	1	P514
					Medium bird feather	2	P516
					Hibioni bark	2	P517
					Down	2	P518
	Body Body	Mithril Plate	P5053600		Hibionia Bark	2	P517
					Toad oil	2	P514
					Bear pelt	2	P515
		Mithril Guard	P5063900		Hibionia Coral	1	P517
					Sturdy vine	2	P516
					Toad oil	3	P514
		Mithril Cloak	P506	3500	Hibionia Bark	1	P517
					Earuhousentake 2 P514		
					Sturdy Vine	2	P516
					Cotton Fluff	1	P518
		Mermaid Cloak	P5073800		| Knight's Spring	1	P515
					Turbifish	2	P517
					Fishman's Dorsal Fin	2	P515
					Hibionia 珊瑚	2	P517
		Feather Coat	P507	3450	Scaled Dragon Skin	1	P518
					Medium Bird Feather	2	P516
					Insect Feather	2	P518
					Demon-Hunting Wine	1	P518
		Mithril Coat	P507	3450	Hibionia Bark	1	P517
					Piyo Piyo Egg	1	P517
					Rabbit Pelt	2	P514
					Monster Bone	2	P518
		Mithril Parts	P508	3350	Hibionia Coral	2	P517
					Rabbit Ear	2	P514
					Gama Oil	2	P514
					Petitpri Leaf	1	P517
	Accessory	Wind Mantle	P510	1500	Cloak	1	P510
					Air Stone	2	P514
					Cotton Fluff	1	P518
		Mithril Boots	P5111500		Silver Leggings	1	P511
					Hipionia Coral	2	P517
					Fluff	2	P518
		Turquoise	P5125000		Piyopiyo Egg	2	P517
					Shell	1	P514
					Sacred Tree	1	P516
	Valuables	Lovely Necklace	P524	3000	Rabbit Ear	2	P514
					Petit Puri Fruit	2	P517
					Mysterious Cloth	2	P517
					Magic Ore	2	P518
		Monocle	P524	3000	Red-Eye Lens	10	P516
					|Gentleman's Pride	5	P516
		Inushippo (Dog Tail)	P525	3000	Rabbit Fur	2	P514
					Monster Bone	2	P518
					Scale Dragon Hide	2	P518
					Insect Wing	2	P518

Period	Type	Item Name		Cost	Synthesis Materials		
100 • After reaching Yormgen (True)~	Main	Knight Sword·Real	P471	6000	Knight Sword	1	P468
					Iron Foot	2	P516
					Knight's Spring	2	P515
		Shadow Fang +1	P471	6500	Shadow Fang	1	P471
					Iron Leg	2	P516
					Jet-Black Ink	2	P516
		Masakari Cleaver	P475	5000	Holy Horn	1	P516
					Hoof	2	P517
					Iron Tip	2	P516
		Masakari Cleaver +10	P475	6500	Masakari Cleaver	1	P475
					Iron Leg	1	P516
					Iron Tip	2	P516
		Masakari Cleaver+1β	P475	6500	Masakari Cleaver	1	P475
					Iron Foot	1	P516
					Magic Book Fragment	2	P518
		Naginata	P477	5000	Holy Horn	1	P516
					Iron Handle	2	P516
		Zanbato	P477	5000	Naginata	1	P477
					Geo Stone	1	P516
					Iron Tip	2	P516
		Engetsu-tō	P477	5000	Naginata	1	P477
					Geo Stone	1	P516
					Sharp Blade	2	P516
		Guardian Stamp	P479	6000	Iron Foot	2	P516
					Navi Metal	4	P517
		Guardian Stamp +1g	P479	7500	Guardian Stamp P479	1	
					Iron Foot	2	P516
						2	P516
		Guardian Stamp +β	P479	7500	Guardian Stamp P479	1	
					Silver Coin	2	P515
		Tinkle Star	P484	4950	Water-repellent cloth	1	P518
					Holy Horn	1	P516
					Knight's Spring	4	P515
		Queen Whip+1a	P485	5500	Queen Whip	1	P485
					Holy Horn	1	P516
					Knight's Spring	1	P515
		Queen Whip +1B	P485	5500	Queen Whip	1	P485
					Holy Horn	1	P516
					Toad Oil	1	P514
		Rose Whip	P486	5750	Rose	1	P517
					Sturdy Vine	1	P516
		Elven Bow	P490	6000	Green Starstone	1	P518
					Sacred Tree	4	P516
		Iwakirimaru +2	P492	4750	Iwakirimaru +1	1	P492
					Geostone	2	P516
					Holy Horn	1	P516
		Iwakirimaru +2β	P492	4750	Iwakirimaru +1	1	P492
					Geostone	2	P516
					Holy Horn	1	P516
		Kirin	P492	4400	Iron Tip	1	P516
					Holy Horn	1	P516
					Air Stone	3	P514
		Giraffe +1	P492	5750	Kirin	1	P492
					Iron Foot	1	P516
		Fūraibō	P492	5000	Iron Foot	1	P516
					Knight's Holy Deep Water	1	P515
					Air Stone	2	P514
		Shark's Tail	P495	3750	Broken Short Sword	1	P514
					Torbi Fish	1	P517
					Fishman Weapon	2	P515

Period	Type	Item Name		Cost	Synthesis Material		
100·Yolmgen (Truth) After arrival~	Main	Grow Earth	P495	4000	Geo Stone	2	P516
					Wekea Ore	1	P514
					Hibionia Bark	1	P517
		Cook the Fish	P496	4950	Shark's Tail	1	P495
					Gama Oil	1	P514
					Shell	2	P514
		Cook the Fish +1	P496	6000	Cook the Fish	1	P496
					Gama Oil	1	P514
					Shell	2	P514
		Flamers+1α	P496	5750	Flamers	1	P496
					Flaystone	1	P517
					Iron Foot	2	P516
		Flamers+1β	P496	5750	Flamers	1	P496
					Flaystone	1	P517
					Knight's Holy Deep Water	2	P515
	サブ	Knight Shield F	P498	500	Crab Shell	1	P514
					Dezue Iron Sand	2	P516
	Head	Nightmare Helm	P502	1690	Navi Metal	1	P517
					Knight's Holy Deep Water	1	P515
					Hibioni Bark	2	P517
					Iron Foot	2	P516
	Body	Reflex	P505	4000	Iron Foot	1	P516
					Rabbit Fur	2	P514
					Turtle Tail	2	P515
		Diamond Guard	P506	4400	Holy Horn	1	P516
					Hibion Bark	2	P517
					Fake Box Fang	2	P515
		Platinum Cloak	P507	4200	Rabbit fur	1	P514
					Navimetal	1	P517
					Toad Oil	2	P514
					Shell	2	P514
		Elven Coat	P507	3900	Navi Metal	1	P517
					Mane	2	P516
					Toad Oil	2	P514
		Magical Color	P508	3750	Magical Tome Fragment	2	P518
					Hibioni Bark	2	P517
					Bear Pelt	1	P515
					Sacred Tree	1	P516
	Accessory	[Force Ring	P510	4000	Knight's Holy Deep Water	2	P515
					Holy Horn	1	P516
		Earthmant	P510	1700	Mantle	1	P510
					Geostone	2	P516
					Hibioni Bark	1	P517
		[Wonder Symbol	P511	9000	Piyopiyo Egg	1	P517
					Iron Foot	8	P516
					Sharp Blade	8	P516
	Valuables	Limits Quartet	P520	1000	Limit Trio	1	P520
					Airstone	1	P514
					Geostone	1	P516
		Extra-large Scroll	P522	3000	Grimoire Page	15	P518
					Toad Oil	1	P514
					Jet-Black Ink	1	P516
		Sunglasses (Square)	P524	3000	Red-Eye Lens	2	P516
					Gama Oil	2	P514
					Tolby Fish	2	P517
No. 116	Road Tools	[Limit's Bottle	P467	1000	Flay Stone	1	P517
					Geo Stone	1	P516
					Air Stone	1	P514
					Freeze Stone	1	P517

Period	Type	Item Name	Cost	Synthesis Materials		
101 · Just before Zopher Iceblade Sea ~	Main	Iron Maiden	P4719000	Iron Hilt	1	P516
				Iron Tip	1	P516
				Iron Foot	1	P516
				Desue Iron Sand	1	P516
		Tabar	P4756900	Magic Ore J	1	P518
				Sharp Blade	1	P516
				Fishman Fang	1	P515
		Tabar+1α	P476 7250	Tabar	1	P475
				Earlhouse Mushroom	2	P514
				Red bud	2	P514
		Tabal+1B	P4767250	Tabal	1	P475
				Hibioni Bark	2	P517
				Yurzo Fruit	2	P518
		Baldish	P4768000	Tabal+1β	1	P476
				Iron Foot	1	P516
				Iron Hilt	1	P516
		Baldrich+1	P4769000	Baldish	1	P476
				Character	3	P515
				Cockatrice Claw	3	P515
		Hades	P477 6250	Star S	1	P514
				Sharp B	2	P516
		Hanuman Shaft	P481 6500	Lizardman's Weapon	1	P518
				Ape Man's Coarse Hair	5	P514
		Hanuman Shaft +1	P4817250	Hanuman Shaft	1	P481
				Primate's Coarse Hair	2	P514
				鈴	2	P517
		Psychedelica	P4846500	Iliki Ice	2	P514
				Mysterious cloth	2	P517
				Ealhou Centake	2	P514
		Psychedelica+1α	P484 8000	Psychedelica	1	P484
				Yulzo fruit	2	P518
				Mane	2	P516
		Psychedelica+1B	P484 8000	Psychedelica	1	P484
				Yurzo Crystal	2	P518
				Ro	2	P517
		Anubis	P485 7500	Pelican Pouch	1	P517
				Soul Fragment	4	P518
		Falcon Needle	P4877500	Ilikia Ice	1	P514
				Fishman Dorsal Fin	1	P515
				Medium Bird Feather	2	P516
		Transpreid +1a	P4878000	Transplaid	1	P487
				Irikiice	2	P514
				Hibionia 珊瑚	2	P517
		Transplayed+1β	P4888000	Transblade	1	P487
				Ilik Ice	2	P514
				Hibioni Bark	2	P517
		Breaker's Bow	P4906500	Elven Bow	1	P490
				Geb Stone	5	P516
				Bear Claw	5	P517
		Kirin +2a	P4927000	Kirin +1	1	P492
				Large Scissors	2	P514
				Hard Thorn	2	P514
		Kirin+2B	P492 7000	Kirin +1	1	P492
				Hell Scythe	2	P516
				Fake Box Fang	2	P515
		Furaibou+1	P4926750	Furaibou	1	P492
				Rabbit Ears	2	P514
				Rabbit fur	2	P514

Period	Type	Item Name	Cost	Synthesis Materials		
101 · Just before Sofel Iceblade Sea ~	Main	Furaibou+2 α	P492 7000	Furaibou +1	1	P492
				Soft Tail	2	P518
				Soul Fragment	2	P518
		Furaibou +2β	P492 7000	Furaibou +1	1	P492
				Fishman Dorsal Fin	2	P515
				Mandrake's Eye	2	P518
		Winvy +1α	P4967250	Winvy	1	P496
				Air Stone	2	P514
				Trent Flower	2	P517
		Winvy+1B	P496 7250	Winvy	1	P496
				Air Stone	2	P514
				Red bud	2	P514
		Kansas	P496 5500	Large Scissors	2	P514
				Rhino Horn	2	P515
	サブ	Iron Plate	P498 2000	Navi Metal	1	P517
				Iron Handle	2	P516
				Iron Spearhead	2	P516
				Iron Foot	2	P516
		Tyrant Fist	P499 2200	Scaled Dragon Skin	1	P518
				Ape Man's Coarse Hair	2	P514
				Bat Wing	2	P515
				Boar hair	2	P514
		Song of Gaia	P500 2450	Grimoire page	4	P518
				Yulzo crystal	3	P518
		Jitte	P500 1825	Rhino horn	1	P515
				Red-eye lens	4	P516
				Broken Dagger	4	P514
		Eternal Ring	P5011650	Dez Factory Gold Sand	4	P516
				Navi Metal	2	P517
				Magic Ore	2	P518
		Pirate Gun - Azure	P501 3000	Silver Ore	2	P515
				Navi Metal	1	P517
				Freeze Stone	1	P517
				Knight's Holy Deep Water	1	P515
	Head	Golden Helm	P5022100	Mahā Jewel	1	P518
				Dezue Gold Dust	8	P516
				Fishman Fang	3	P515
		Gold Circlet	P5031800	Ilik Ice	2	P514
				Dezue Gold Sand	5	P516
				Turtle Tail	2	P515
				Red Bud	2	P514
		Green Beret	P503 1650	Fang Beast Fur	2	P514
				Ilik Ice	2	P514
				Sacred Tree	3	P516
				Puchi Puri Fruit	2	P517
		Elemental Ribbon	P5041975	Ilik Ice	1	P514
				Frey Stone	3	P517
				Freeze Stone	3	P517
		Gold Armor	P5055500	Yuruzo Crystal	1	P518
				Dezue Gold Sand	4	P516
				Golden Horn	1	P514
	Body	Body Paint	P505 4750	Iiriki Ice	1	P514
				Red Eye Lens	2	P516
				Mysterious Cloth	2	P517
				Steel Harpoon	1	P517
		Princess Guard	P5066250	Yuruzo Fruit	2	P518
				Wekea Ore	2	P514
				Holy Horn	1	P516

Period	Type	Item Name		Cost	Synthesis Materials		
Just before 11 · Zopher Ice Blade Sea	Body	Elemental Guard	P506	4950	Iliki Ice	2	P514
					Mysterious Cloth	2	P517
					Flay Stone	2	P517
		Moon Guard	P506	6000	Yuruzo Crystal	1	P518
					Rabbit Fur	2	P514
					Rabbit Ear	2	P514
					Earuhousentake	4	P514
		Mirage Cloak	P507	4500	Red-Eye Lens	2	P516
					Fanged Beast Pelt	2	P514
					Mushroom Powder	2	P515
					Red bud	1	P514
		Elder Cloak	P507	4650	Yuruzo Fruit	2	P518
					Apeman's Coarse Hair	2	P514
					Rose Flower	2	P517
		Moon Cloak	P507	5000	Yurzok Crystal	2	P518
					Hard Skin	2	P514
					Rabbit Fur	2	P514
					Rabbit Ear	2	P514
		Splash One-piece	P507	5000	Hippo's Yawn	1	P514
					Tolby Water	2	P517
					Tolby Fish	2	P517
					Fishman Dorsal Fin	2	P515
		Bloody Coat	P507	4400	Red-Eye Lens	1	P516
					Irikia Ice	2	P514
					Red Bud	1	P514
					Fishman Tooth	2	P515
		Holy Coat	P507	4700	Wekea Ore	1	P514
					Prickly Pinecone	2	P514
					Knight's Holy Deep Water	3	P515
					Divine Tree	2	P516
		Queen Court	P508	4700	Yuruzo Crystal	1	P518
					Hibionia Coral	2	P517
					Ilikia Grass	2	P514
					Mushroom Powder	2	P515
		Celebrite Bellyband	P508	4500	Yurzo Fruit	1	P518
					Fishman Dorsal Fin	2	P515
					Puchi Puri Leaf	2	P517
					Bat Wing	2	P515
	Accessory	Poison Check	P509	4000	Poison Charm	1	P509
					Water-repellent Cloth	1	P518
					Knight's Spring	3	P515
					Hoof	3	P517
		Paralysis Check	P509	4000	Paralysis Charm	1	P509
					Shibire Powder	1	P516
					Hoof	3	P517
		Stone Check	P509	6000	Stone Charm	1	P509
					Fragment of Ultra Vibration	1	P516
		Drain Check	P509	6000	Drain Charm	1	P509
					Navi Metal	2	P517
		Piyonon	P509	5000	Holy Horn	3	P516
		Heal Bangle	P509	4000	Knight's Spring	5	P515
					Iron Hilt	1	P516
					Ael House Mushroom	4	P514
		Mental Bangle	P509	4000	Knight's Spring	5	P515
					Iron Hilt	1	P516
					Red Bud	4	P514

Period	Type	Item Name		Cost	Synthesis Materials		
101 · Zopher Iceblade Sea Approaching (	Accessory	World Check	P509	5000	Strange Lump	1	P515
					Flay Stone	1	P517
					Freeze Stone	1	P517
					Air Stone	1	P514
					Geo Stone	1	P516
		Fairy Ring	P509	10000	Fountain of Knowledge	1	P516
					Golden Horn	1	P514
		Reflect Ring	P510	5000	Mysterious Mirror	1	P517
					Knight's Spring	2	P515
		Mental Symbol	P511	4000	Soul Shard	5	P518
					Lion's Fang	1	P516
		Misty Mark	P511	5000	Knight's Spring	4	P515
					Mushroom Powder	4	P515
					Aearu Housendake	3	P514
		Gold Leggings	P511	4000	Mithril Boots	1	P511
					Golden Horn	1	P514
	Valuables	Basket	P525	3000	Hibioni Bark	8	P517
					Scale Dragon Skin	4	P518
					Fishman Dorsal Fin	1	P515
		Eye Band	P525	3000	Winged Rabbit Feathered Ears	1	P517
					Everdark Ink	1	P517
					Bat Wing	5	P515
1 30 From after the start of Part III~	道具	All Divide	P467	100	Fragment of Ultra Vibration	1	P516
	Main	Sentinel	P469	11000	Navi Metal	2	P517
					Wolf Fang	2	P514
					Knight's Holy Deep Water	2	P515
		Sentinel+1	P469	11750	Sentinel	1	P469
					Wekea Ore	2	P514
					Wekea Lizard Fossil	2	P514
		Zephyros +1a	P470	12000	Zephyros	1	P470
					Hibioni Bark	2	P517
					Roper Tentacle	2	P518
		Zephyros +1B	P471	12000	Zephyros	1	P470
					Hibionia Coral	2	P517
					Mandragora Eye	2	P518
		Iron Maiden +1a	P471	14000	Iron Maiden	1	P471
					Yurzo Crystal	2	P518
					Spiky Cone	2	P514
		Iron Maiden +1β	P471	14000	Iron Maiden	1	P471
					Wekea Ore	2	P514
					Spiky Cone	2	P514
		Highlander	P471	13500	Eggbear Claw	1	P514
					Monster Bone	2	P518
					The Gentleman's Pride	2	P516
		Chris Naga +1a	P471	15000	Chris Naga	1	P471
					Wekea Ore	2	P514
					Turtle Shell	2	P514
		Chris Naga +1β	P471	15000	Chris Naga	1	P471
					Maha Jewel	2	P518
					Magic Resin	2	P518
		Holy Avenger +1	P472	21000	Holy Avenger	1	P472
					Golden Mane	1	P514
					Pointed Beak	2	P516
		Dark Avenger	P472	14500	Pitch of Eternal Darkness	1	P517
					Jagged Fur	3	P515
		Dark Avenger +1	P472	16500	Dark Avenger	1	P472
					Armadillo Spike	2	P514

Period	Type	Item Name		Cost	Synthesis Materials		
130 After Part 3 begins~	Main	Last Fencer	P472	77777	Red Star Stone Blue Sta Green Star Stone Star Stone Light Star Stone	5 5 5 5 5	P516 P516 P518 P516 P515
		Drowatt Sword	P473	10000	Gauche Sword Air Stone	1 15	P473 P514
		Gauche Sword	P473	10000	Drowatt Sword Flay Stone	1 15	P473 P517
		Bone Slasher+1	P476	15000	Bone Slasher Bear Claw Air Housen Mushroom	1 2 2	P476 P517 P514
		Bahamut Tear	P476	14500	Scale Wyvern Skin Scorpion Tail Insect Horn Crystal	1 2 2 2	P518 P515 P518 P516
		Bahamut Tear +1	P476	16000	Bahamut Tear Petitpri Fruit Rabbit Ear	1 2 2	P476 P517 P514
		Silver Edge+1α	P476	20000	Silver Edge Insect Horn Armadillo Spike	1 3 1	P476 P518 P514
		Silver Edge+1B	P476	20000	Silver Edge Aphid Armadillo Spike	1 3 1	P476 P514 P514
		Gungnir	P477	27500	Longhorn Cheegle Fur Blue Wing	1 2 2	P518 P516 P517
		Gungnir +1	P478	32000	Gungnir Griffin Claw Dragon Powder	1 1 2	P477 P515 P517
		Dynamis	P478	10000	Lizardman Weapon Yulzo Crystal Hell Scythe	1 2 2	P518 P518 P516
		Dynamis +1 α	P478	10500	Dynamis Medical Herb Beak trumpet	1 2 1	P478 P518 P515
		Dynamis+1B	P478	10500	Dynamis Soul Glass Feather Harisen	1 2 1	P478 P516 P517
		Longinus	P478	13500	Bear Claw Steel Harpoon Large Scissors	1 2 3	P517 P517 P514
		Gae Bolg +1a	P478	23000	Gae Bolg Rhino Horn Fishman's Weapon	1 3 3	P478 P515 P515
		Gae Bolg +1B	P478	23000	Gae Bolg Crab Shell Hard Hide	1 3 3	P478 P514 P514
		Guruguru Drill Hammer	P479	14000	Bear Claw Strength Orb Rhino Horn	1 1 2	P517 P515 P515
		Pile Driver	P479	12000	Monster Bone Rhinoceros Horn Aphid	1 2 2	P518 P515 P514
		Pile Driver +14	P479	15500	Pile Driver Stinky Pouch Green Light	1 2 1	P479 P517 P515

Period	Type	Item Name		Cost	Synthesis Materials		
13 After Part 3 begins~	Main	Piledriver +1β	P479	15500	Piledriver Jagged Fur King Aphid	1 2 1	P479 P515 P515
		Tor Hammer	P480	11000	Magic Ore Navi Metal Lizardman Weapon	2 2 2	P518 P517 P518
		Thor Hammer+1α	P480	12750	Tor Hammer Knight's Holy Deep Water Boar Hair Scorpion Tail	1 2 2 1	P480 P515 P514 P515
		Thor Hammer +1β	P480	12750	Thor Hammer Knight's Holy Deep Water Wekeat Lizard Fossil Rose Flower	1 2 2 1 1	P480 P515 P514 P517 P517
		Hanuman Shaft #2	P481	12000	Hanuman Shaft +1 Yulzo Fruit Turtle Shell	1 2 2	P481 P518 P514
		Hanuman Shaft +2B	P481	12000	Hanuman Shaft +1 Yulzo Fruit Maka Jewel	1 2 2	P481 P518 P518
		Forti Staff	P481	14500	Magic Ore J Trent's Flower Fishman Weapon	1 1 1	P518 P517 P515
		Forti Staff+1	P481	16500	Forti Staff Knight's Spring Water Paralysis Powder	1 2 2	P481 P515 P516
		Forty Staff +1β	P481	16500	Forti Staff Demon-Hunting Wine Mushroom Powder	1 2 2	P481 P518 P515
		Unicorn Horn +1q	P481	13750	Unicorn Horn King Aphid	1 1	P481 P515
		Unicorn Horn 1β	P481	13750	Unicorn Horn Green Light	1 1	P481 P515
		Caduceus +1	P481	30000	Caduceus Wolf Fang Magic Ore J	1 1 3	P481 P514 P518
		Star Rod	P482	16000	Light Star Stone Crystal Sacred	1 1 2	P515 P516 P516
		Star Rod+1α	P482	17000	Star Rod Hippo's Yawn	1 2	P482 P514
		Star Rod+1β	P482	17000	Star Rod Jagged Fur	1 2	P482 P515
		Rod +1	P483	12500	Rod Eggbear Claw Acorn Cap	1 2 2	P483 P514 P517
		Death Contrast	P484	9500	Mysterious Cloth Hibioni Bark Maha Jewel	1 2 2	P517 P517 P518
		Death Contrast +1	P484	12000	Death Contrast Mushroom Powder MAX Trent's Flower	1 1 1	P484 P515 P517
		Death Contrast +2a	P484	14000	Death Contrast +1 Merman's Item Rhino Horn	1 2 2	P484 P515 P515
		Death Contrast +2β	P484	14000	Death Contrast +1 Tough Hide Scale Dragon Hide	1 2 2	P484 P514 P518

Period	Type	Item Name		Cost	Synthesis Materials		
No. 130 After the start of Part Three	Main	Milky Way +1	P484	30000	Milky Way	1	P484
					Dragon Powder	2	P517
					Griffin Claw	1	P515
		Anubis +1	P485	11000	Anubis	1	P485
					Yuruzo Fruit	2	P518
					Medical Herb	2	P518
					Piyopiyo Egg	1	P517
		Aspion	P485	32500	Hippo's Yawn	2	P514
					Trent Flower	2	P517
					Green Light	2	P515
		World of One+1	P486	13250	World of One	1	P486
					Aphid	2	P514
					Mushroom Powder	2	P515
		Sword Whip	P486	13000	Magic Ore J	1	P518
					Hard Spike	1	P514
		Sword Whip +1	P486	15000	Sword Whip	1	P486
					Scorpion Tail	2	P515
					Piyopiyo Egg	1	P517
		Sword Whip +1β	P486	15000	Sword Whip	1	P486
					Aphid	2	P514
					Piyopiyo Egg	1	P517
		Falcon Needle +1	P487	14000	Falcon Needle	1	P487
					Puchi-Puri Fruit	2	P517
					Toad Oil	2	P514
					Pelican Pouch	1	P517
		Falcon Needle +2a	P487	15000	Falcon Needle	1	P487
					Weke-A Lizard Fossil	2	P514
					Scorpion Tail	2	P515
		Falcon Needle +2	P487	15000	Falcon Needle	1	P487
					Wekeah Ore	2	P514
					Scorpion Tail	2	P515
		Storm Slayer +1a	P488	27500	Storm Slayer	1	P488
					Yuruzo Fruit	3	P518
					Yuruzo Crystal	3	P518
		Storm Slayer +1β	P488	27500	Storm Slayer	1	P488
					Wekea Lizard Fossil	3	P514
					Wekea Ore	3	P514
		Strike Eagle	P488	17000		3	P514
					Cockatrice Beak	1	P515
					Small Bird Feather	2	P515
					Medium Bird Feather	2	P516
		Strike Eagle +1	P488	20000	Strike Eagle	1	P488
					Wekea Lizard Fossil	2	P514
					Rabbit Ear	2	P514
		Strike Eagle +1β	P488	20000	Strike Eagle	1	P488
					Yurzo Fruit	2	P518
					Rabbit Fur	2	P514
		Celestial Star +1	P489	40000	Celestial Star	1	P489
					Rare Metal	1	P518
						1	P518
					Mushroom Powder MAX	1	P515
					Feather Harisen	1	P517
		Death Slinger	P489	18500	Ink of the Ordinary Realm	1	P517
					Yulzo Crystal	2	P518
					Crab Shell	4	P514
		Death Slinger +1α	P489	27500	Death Slinger	1	P489
					Irikia Grass	3	P514
					Iliki Ice	3	P514
		Death Slinger +1β	P489	27500	Death Slinger	1	P489
					Toruby Water	3	P517
					Tolby Fish	3	P517

Period	Type	Item Name		Cost	Synthesis Materials		
No. 130 - After the start of Part III	Main	Splash Bow	P490	12500	Elven Bow	1	P490
					Freeze Stone	5	P517
					Pair Claw	5	P517
		Blood Trigger +1	P490	17500	Blood Trigger	1	P490
					Piyopiyo Egg	1	P517
					Medical Herb	2	P518
		Blood Trigger +1B	P490	17500	Blood Trigger	1	P490
					Piyopiyo Egg	1	P517
					Soul Grass	2	P516
		Asura	P493	9000	Magic Ore J	1	P518
					Sharp Blade	2	P516
					Rhino Horn	2	P515
		Asura +1α	P493	11000	Asura	1	P493
					Pear Claw	2	P517
					Maka Jewel	2	P518
		Asura +1β	P493	11000	Asura	1	P493
					Bio Claw	2	P517
		Orochi +1	P493	13000	Orochi	1	P493
					Fragment of Soul	2	P518
					Long Needle	2	P517
		Orochi +2a	P493	13500	Orochi +1	1	P493
					Soul Fragment	2	P518
					Fishman Dorsal Fin	2	P515
		Orochi +2B	P493	13500	Orochi +1	1	P493
					Ape-Man Stiff Hair	2	P514
					Fishman Weapon	2	P515
		Otokirimaru	P493	16500	Steel Harpoon	2	P517
					Hell Scythe	2	P516
					Super Vibration Fragment	1	P516
		Otokirimaru +1α	P493	20000	Otokirimaru	1	P493
					Star Stone	1	P514
		Otokirimaru +1β	P493	20000	Otokirimaru	1	P493
					Light Star Stone	1	P515
		Fūrinkazan + 1	P494	27500	Fuurinkazan	1	P494
					Frey Stone	2	P517
					Freeze Stone	2	P517
					Air Stone	2	P514
					Geo Stone	2	P516
		Winvy	P496	4750	Air Stone	2	P514
					Irikia Grass	2	P514
					Medium Bird Feather	2	P516
		Cansas +1a	P496	12000	Cancus	1	P496
					Beak Horn (Trumpet)	2	P515
		Cansas +1B	P496	12000	Cancus	1	P496
					Piko-hammer Beak	2	P517
		Mercurius	P496	6250	Fishman Dorsal Fin	2	P515
					Freeze Stone	1	P517
					Mushroom Powder MAX	1	P515
		Mercurius +1	P496	13500	Mercurius	1	P496
					Wekea Ore	1	P514
					Toruby Water	1	P517
					Freeze Stone	1	P517
		Kapuria	P496	7000	Insect Horn	1	P518
					Trento's Flower	1	P517
					Eggbear Claw	1	P514
		Capria+1a	P496	15000	Kapuria	1	P496
					Crystal	1	P516
					Demon-Hunting Wine	2	P518

Period	Type	Item Name		Cost	Synthesis Materials		
No. 10 • After the start of Part II	Main	Capria+1β	P496	15000	Kapuria	1	P496
					Crystal	1	P516
					Mahya pearl	2	P518
		Jubita+1α	P497	14500	Jubita	1	P497
					Pikohan's beak	1	P517
					Hippo's yawn	1	P514
					Air Stone	1	P514
		Juvita+1B	P497	14500	Jubita	1	P497
					Beak trumpet	1	P515
					Jagged Fur	1	P515
					Air Stone	1	P514
		Scopia	P497	14000	Scorpion Tail	1	P515
					Navi Metal	1	P517
					Rose	1	P517
					Crystal	2	P516
		Scopia+ 1a	P497	17500	Scopia	1	P497
					Jagged Fur	1	P515
					Insect Horn	2	P518
		Scopia +1β	P497	17500	Scopia	1	P497
					Armadillo Spike	1	P514
					Fluff	2	P518
		Satan Claw	P497	17500	Yuruzo Crystal	2	P518
					Green Light	1	P515
					Trent Flower	1	P517
					Geo Stone	2	P516
		Satan Claw+1	P497	18500	Satan Claw	1	P497
					Strength Orb	1	P515
					Geo Stone	3	P516
		Geminio +1a	P497	19500	Geminio	1	P497
					Lizardman's Weapon	2	P518
					Hippo's Yawn	1	P514
		Gemini +1B	P497	19500	Geminio	1	P497
					Bioclaw	2	P517
					Sum of Absolute Darkness	1	P517
	サブ	Hyperion	P498	2150	Golden Horn	2	P514
					Golden Mane	2	P514
					Dez Factory Gold Sand	2	P516
					Rare Metal	1	P518
		Aegis	P498	3400	Rare Metal	1	P518
					Sturdy Power Orb	1	P515
					Huge Carapace	1	P515
		Neko Guard (Cat Guard)	P499	1250	Magic Stone	1	P518
					Smelly Bag	1	P517
					Chigle Fur	1	P516
		Order Shield	P499	3750	Rare Metal	1	P518
					Knight's Spring Water	1	P515
					Knight's Holy Deep Water		P515
					Night Shield F	1	P498
		Garm Fang	P499	3450	Bear Claw	1	P517
					Lion's Fang	1	P516
					Merfolk Fang	1	P515
					Wolf Fang	1	P514
					Wolf's Fang	1	P514
		Nakoto Shinsho	P500	3850	Magic book fragment	5	P518
					Flying Rabbit Ear	15	P517
		Lovely Cat Encyclopedia	P500	1500	Grimoire Page	4	P518
					Fluff	2	P518
					Lion's Fang	1	P516

Period	Type	Item Name		Cost	Synthesis Materials		
11 • From After the Start of Part III	Sub	Sword Breaker	P500	2900	Broken dagger	1	P514
					Steel barb	3	P517
					Bio Claw	1	P517
					Armadillo spike	1	P514
					Drop: Fragment of Super Vibration	1	P516
		Crystal Heal	P500	2050	Yuruzo crystal	5	P518
					Crystal	2	P516
		Dragon Skin	P500	2750	Saba Dragon Skin	10	P518
					Large Monster Bird Beak	1	P516
					Dragon Fossil	2	P518
		Fo King	P501	25000	Pelican Pouch	1	P517
					Hippo Yawn	1	P514
					Jagged Fur	2	P515
		Beast King	P501	3600	Lion's Fang	1	P516
					Lion's Fang	1	P516
					Bear Fur	1	P515
					Hippo's yawn	1	P514
					Rhino's horn	1	P515
	Head	Rare Helm	P502	2750	Gōriki Jewel	1	P515
					Flay Stone	2	P517
					Freeze Stone	2	P517
					Red-Eye Lens	3	P516
					Wekea Ore	2	P514
		Dragon Helm	P502	3400	Dragon Foss	1	P518
					Magic Ore	4	P518
					Crystal	4	P516
		Hyper Helm	P502	5000	Longhorn	1	P518
					Magic Ore J	1	P518
					Holy Horn	2	P516
					Lion's Fang	2	P516
		General Helm	P502	6000	Cockatrice Beak	2	P515
					Light Star Stone	1	P515
					Green Menis Claw	2	P518
					Lion's Fang	2	P516
					Lion's Fang	1	P516
		Mirage Crest	P503	2100	Yuruzo Crystal	2	P518
					Hibion 髑皮	2	P517
					Makasha Bead	2	P518
					Green Star Stone	1	P518
		Critian Ring	P503	2500	Monster Bone	2	P518
					Crystal	2	P516
					Steel Harpoon	1	P517
					Demon-Hunting Wine	1	P518
					Giant Bird Beak	1	P516
		Platinum Circlet	P503	3100	Wekea Ore	2	P514
					Merfolk Dorsal Fin	3	P515
					Crystal	4	P516
					Cockatrice Beak	2	P515
					Light Star Stone	1	P515
		Stylish Crest	P503	5000	Flying Rabbit Ear	1	P517
					Holy Horn	2	P516
					Navi Metal	4	P517
					Soul Fragment	3	P518
					Blue Sta	1	P516
		Magical Tiara	P503	5000	Magic Ore	1	P518
					Grimoire Page	2	P518
					Maha Jewel	2	P518
					Pride of a Gentleman	1	P516
					Crystal	1	P516

Period	Type	Item Name		Cost	Synthesis Materials		
No. 10 After the start of Part III	Head	Cowboy Hat	P503	1950	Rabbit Fur	2	P514
					Mysterious Cloth	3	P517
					Bat Wing	2	P515
					Jet-Black Ink	2	P516
					Pelican Pouch	2	P517
		Ninja Dog Ma	P503	5000	Wolf's Fang	1	P514
					Fanged Beast Pelt	1	P514
					Golden Mane	1	P514
					Sacred Tree	1	P516
					Star Stone	1	P514
		Magical Ribbon	P504	3250	Rose Flower	2	P517
					Magical Tome Fragment	2	P518
					Maka Jewel	2	P518
					Orange Starstone	1	P516
		Ancient Cloth	P504	5000	Blue Wing	1	P517
					Feather Fan	1	P517
					King Aphid	1	P515
	Body	Rare Plate	P505	6250	Gentleman's Pride	1	P516
					Lizardman Weapon	2	P518
					Large Claw	2	P514
		Rune Mail	P505	7000	Crystal	3	P516
					Magic Ore	3	P518
					Magic Book Fragment	3	P518
		Dragon Mail	P505	6500	Wekeat Lizard Fossil	1	P514
					Silver Ore	2	P515
					Cockatrice Claw	2	P515
					Scorpion Tail	2	P515
		Mum Pain	P505	8000	Rare Metal	3	P518
					Navi Metal	3	P517
					Lion's Fang	3	P516
					Scaled Dragon Skin	3	P518
					Magic Ore	3	P518
		Mam Bain Earl	P505	10000	Mam Bain	1	P505
					Shard of Earl	1	P508
		Hyper Armor	P505	20000	Light Star Stone	5	P515
					Star S	5	P514
		General Armor	P505	22500	Blade of the Mindless Magitek Soldier 3	1	P518
					Blade of the Mindless Magitek Soldier 2	1	P518
					Blade of the Mindless Magic Warrior	1	P518
		Rare Protector	P506	6500	Lizardman's Trophy	1	P518
					Trent's Flower	1	P517
					Hippo's Yawn	1	P514
					Magical Ore	3	P518
		Rune Jacket	P506	7200	Maka Jewel	2	P518
					Pelican Pouch	1	P517
					Magical Tome Fragment	3	P518
					Cockatrice Beak	1	P515
		Prism Protector	P506	8250	Mackerel Dragon Skin	1	P518
					Trent's Flower	1	P517
					Beak Trumpet	1	P515
					Bio Claw	2	P517
					Lion's Fang	2	P516
		Glorious Guard	P506	10000	Lion's Fang	1	P516
					Giant Exoskeleton	1	P515
					Armadillo Spike	1	P514
					Smelly Bag	1	P517
					Sturdy Vine	2	P516

Period	Type	Item Name		Cost	Synthesis Materials		
No. 130 After the start of Part III~	Body	Elemental Cloak	P507	5900	Iliki Ice	2	P514
					Flying Rabbit Ear	1	P517
					Gentleman's Pride	2	P516
					Monster Bone	1	P518
					Flay Stone	1	P517
		Rune Cloak	P507	6600	Magic Ore	2	P518
					King Aphid	1	P515
					Makashu (Maka Pearl)	2	P518
					Pelican Pouch	1	P517
					Demon-Hunting Wine	2	P518
		Empress Dress	P507	10000	Scaled Dragon Skin	2	P518
					Dragon Powder	1	P517
					Eternal Darkness Soot	1	P517
					Rubber Skin	1	P515
					Golden Mane	1	P514
		Rare Coat	P507	5275	Saba Dragon Skin	2	P518
					Jagged Fur	1	P515
					Bat Wing	3	P515
					Red-eye Lens	2	P516
					Shell	1	P514
		Critian Coat	P507	7400	Chiigle Fur	1	P516
					Lion's Fang	1	P516
					Bio Claw	1	P517
					Turtle Tail	1	P515
					Smelly Bag	1	P517
		Hero Coat	P507	6000	Crystal	2	P516
					Gōriki Jewel	1	P515
					Freeze Stone	3	P517
					Bear Claw	2	P517
					Mane	2	P516
		Rune Coat	P508	6750	Wekeat Lizard Fossil	2	P514
					Feather Harisen	1	P517
					Pico-hammer Beak	1	P517
					Magic Stone	2	P518
					Demon-Hunting Sake	2	P518
		Pirate Suit	P508	10000	Scales of Bloody Peak	1	P518
					Water-repellent Cloth	2	P518
					Blue Star Gem	2	P516
					Dragon Fossil	2	P518
		Dragon Parts	P508	4950	Saba Dragon Skin	3	P518
					Monster Bone	3	P518
					Dragon Powder	1	P517
		Faithful Dog's Be	P508	5750	Crystal	2	P516
					Hard Hide	2	P514
					Monster-Hunting Sake	1	P518
					Wolf Fang	3	P514
					Wolf's Fang	1	P514
		Shard of Eal	P508	10000	Eal Housendake	15	P514
					Green Light	3	P515
					Rose Flower	3	P517
					Dragon Fossil	3	P518
					Bio Claw	3	P517
	Accessory	Amulet	P509	12500	Strange Stone	1	P516
					"Maka Pearl"	1	P518
		Laurel	P509	11000	諧石	4	P517
					Mandrake Eye	1	P518
		Brute Talisman	P509	2500	Blue Star Stone	1	P516
					Gōriki Jewel	2	P515

Period	Type	Item Name		Cost	Synthesis Materials		
130 After Part 3 begins~	装飾品	Holy Ring	P509	1000	Medical Herb	5	P518
					Demon-Hunting Sake	2	P518
					Desue Iron Sand	2	P516
		Mental Ring	P509	1000	Ilikia Ice	3	P514
					Soul Glass	5	P516
					Red-Eye Lens	3	P516
		Effect Ring	P510	12500	Power Gem	4	P515
		Paladin Mantle	P510	2500	Gentleman's Pride	2	P516
					Wolf's Great Fang	1	P514
		King's Mantle	P510	4000	Gentleman's Pride	10	P516
					Lion's Fang	1	P516
		Mystic Symbol	P511	10000	Hell Scythe	1	P516
					Holy Horn	1	P516
					Lion's Fang	1	P516
		Imperial Maj	P511	500	Magical Tome Fragment	5	P518
					False Box Fang	1	P515
					Star St	1	P514
		Rare Boots	P511	6000	Gold Leggings	1	P511
					Rare Metal	1	P518
		Persia Boots	P511	10000	Hippo's Yawn	1	P514
					Pelican Pouch	1	P517
		Moonstone	P512	6000	Score Stone	1	P517
					Maka Jewel	8	P518
		Lapis Lazuli	P512	6000	Maka Jewel	1	P518
					Flying Rabbit Feather Ears	2	P517
					Mushroom Powder MAX	2	P515
		Blue Sephira	P512	3000	Sefira	1	P512
					Pico Hammer Beak	1	P517
					Rose	1	P517
		Blue Dice	P512	3000	Dice	1	P512
					Magic Ore	1	P518
		Hunters Monocle	P512	750	Seven-Colored Lens	1	P517
					Cockatrice Beak	1	P515
					Light Star Stone	1	P515
					Chigule Hair	1	P516
	Valuables	New-type Mag	P522	3000	Rare Metal	1	P518
					Star Stone	1	P514
					Blue Star Stone	1	P516
					Red Star Stone	1	P516
					Green Star Stone	1	P518
		Transformation Belt	P522	3000	Green Light	1	P515
					Rare Metal	1	P518
					Feather Harise	1	P517
		Baby Dragon	P523	3000	Lizardman Weapon	1	P518
					Saba Dragon Skin	8	P518
					Monster Bone	15	P518
					Soul Fragment	1	P518
		TOKUNAGA	P524	3000	Chiigle Fur	1	P516
					Ultra-Vibration Fragment	1	P516
					Stone	1	P517
		Cat Hat	P524	3000	Lion's Fang	3	P516
					Lion's Fang	3	P516
					Fang Beast Hide	3	P514
					Rubber	3	P515
					Golden Mane of	1	P518
		Angel Set	P524	3000	Bloody Peak	1	P514
					Divine Tree	5	P516
					Magical Tome Fragment	8	P518

Period	Type	Item Name		Cost	Synthesis Materials		
No. 130 After the start of Part Three	Valuables	Demon Set	P524	3000	Bat Wings	4	P515
					Hell Scythe	1	P516
					Steel arrowhead	3	P517
					Soul Fragmen	1	P518
		Mint Hat	P525	3000	Flying Rabbit Ear	1	P517
					Rose	3	P517
					Maka Jewel	5	P518
		War Maiden's Battle Helm	P525	3000	Red Star Stone	1	P516
					Wekea Ore	15	P514
					Navi Metal	15	P517
					Silver Ore	15	P515
		Blindfol	P525	3000	Mandragora Eye	1	P518
					Eternal Darkness Soot	1	P517
					Bat Wing	5	P515

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[Alphanumeric]

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[A-row]

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Rabbit fur	P514	—
Rabbit Ear	P514	—
Rabbit Guild Badge	P522	—
Usamimi Adarutī	P523	—
Usamimi Custom (Rabbit-Ear Custom)	P523	—
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Usamimi for women	P522	—
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Usamimi Pirate	P524	—
Utsusemi Doll	P519	—
Wood Malle	P478	—
Wood Maul +1	P479	P526
Urakeno	P495	P535
Urakēno+1a	P495	P533
Urakēno+1B	P495	P533
Ouroboros	P487	—
Air Stone	P514	—
Shard of Eal	P508	P542
Aeru Mushroom	P514	—
Ever Blue	P484	P533
Ever Blue +1a	P484	P534
Aeva Blue +1β	P484	P534
Aevalite Necklace	P521	—
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Executioner	P477	P532
Eclipse Circle	P503	—
Estoc	P469	P528
Estoc+1	P469	P529
Eternal Ring	P501	P537
Egg Bear Claw	P514	—
Eggbear Claw	P519	—
Energy Wand	P482	—
Ebi	P513	—
Effect Ring	P510	P543
Eve	P469	—
Epee +1	P469	P529
Emerald Ring	P510	—
Mask for Elites	P523	—
Elven Coat	P507	P536
Elven Bow	P490	P536
Elder Cloak	P507	P538
Elemental Guard	P506	P538
Elemental Cloak	P507	P542
Elemental Goggles	P503	—

Item Name	Item Synthesis	
Elemental Ribbon	P504	P537
Engetsu-tō	P477	P536
Ancient Cloth	P504	P542
Primate Bristles	P514	—
Endless Heart	P483	—
Endless Heart +1	P483	P529
Empress Dress	P507	P542
Ouka	P490	P527
Ouka+1	P490	P527
Golden Mane	P514	—
Golden Horn	P514	—
Golden Horn	P519	—
King's Mantle	P510	P543
Prince Toissho	P522	—
Ogre Axe	P474	P528
Ogre Axe+1	P474	P529
Wolf Fang	P514	—
Wolf's Fang	P514	—
Large Claw	P514	—
Order Shield	P499	P541
All Divide	P467	P538
Stylish Water Bottle	P523	—
The fallen shovel	P521	—
Otokirimaru	P493	P540
Otokirimaru+1a	P493	P540
[Otokirimaru+1β	P493	P540
Onibōchō	P470	P530
Onibouchou+1	P470	P530
Opal	P512	P531
Compact of Memories	P521	—
Broken Dagger	P514	—
Orange	P513	—
Orange Gummy	P466	P526
Orochi	P493	—
Orochi +1	P493	P540
Orochi +2a	P493	P540
Orochi +2β	P493	P540
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Guardian Stamp	P479	P536
Guardian Stamp +1	P479	P536
Guardian Stamp +1β	P479	P536
Garnet	P511	P531
Kai	P480	—
Gaia Cleaver	P476	—
Seashell	P514	—
Phantom Mask	P524	—
Fragment of the Sea God	P522	—
Pirate Gun: First Battle	P501	—
Pirate Gun: Crimson Radiance	P501	P534
Pirate Gun: Black Thunder	P501	—
Pirate Gun Shirahana	P501	—
Pirate Gun - Azure	P501	P537
Pirate Hat	P524	—
Pirate Hat DX	P524	—
Kite Shield	P498	P528
Cowboy Hat	P503	P542
Record of Resolve	P483	P531
Record of Resolve +1	P483	P532
Record of Resolve +2	P483	P533
Cocktail Dress	P506	P528
Cocktail Bottle	P467	P529

Item Name	Item Synthesis	
Basket	P525	P538
Fanged Beast Pelt	P514	—
Hard Hide	P514	—
Hard Thorn	P514	—
Katusha	P502	—
Kadokeusu	P481	—
Caduceus +1	P481	P539
Crab Shell	P514	—
Hippo's Yawn	P514	—
King	P501	P541
Capria	P496	P540
Capria+1a	P496	P540
Capria +1B	P496	P541
Toad Oil	P514	—
Hair Ornament	P525	P530
Turtle Shell	P514	—
Turtle Tail	P515	—
Chamomile (カモミール)	P467	—
Glass Bead	P520	—
Karakkaze	P490	—
Karakkaze +1	P490	P526
Caladbolg	P471	—
Kalinga	P475	—
Kalinga+1	P475	P530
Garm Fang	P499	P541
Karolian Sword	P468	P529
Kalorian Sword+1	P468	P529
Kalorian Hammer	P480	P528
Kalorian Hammer+1	P480	P528
Leather Whip	P485	P527
Leather Whip +1	P485	P528
Simple Tent	P467	—
Eyepatch	P525	P538
Kiwi	P513	—
False Sword Deinnomos	P472	—
Dangerous Man Set	P525	—
Jagged Fur	P515	—
Knight Corps Captain's Ceremonial Helmet	P523	—
Knight's Holy Deep Water	P515	—
Knight's Spring	P515	—
Brilliant Star Stone	P515	—
Mushroom Powder	P515	—
Mushroom Powder MAX	P515	—
Fake Box Fang	P515	—
Chimera Phosphorus	P522	—
Strange Lump	P515	—
cabbage	P513	—
Kansas	P496	P537
Kyansasu+1a	P496	P540
Kyansasu+1β	P496	P540
Cure Bottle	P466	P526
Cute Accessory	P525	—
Cucumber	P513	—
Feral Chain Blade Ouroboros	P487	—
The Stronger's Challenge	P521	—
Strong Liquor	P515	—
Fishman's Weapon	P515	—
Fishman's Fang	P515	—
Dorsal fin of a fishman	P515	—
Giant carapace	P515	—
Kyokukōken Tenrai	P472	—

Item name	Item	Synthesis
Kirin	P492	P536
Kirin +1	P492	P536
Kirin +2a	P492	P537
Kirin+2β	P492	P537
Gladiolus	P521	—
King Aphid	P515	—
King-size Belt	P483	—
King-size Belt+1	P483	P529
Silver Ore	P515	—
Queen Whip	P485	—
Queen Whip+1a	P485	P536
Queen Whip+1B	P485	P536
Queen of Hearts	P499	P532
Queen Coat	P508	P538
Quick Trigger	P488	P535
Quick Trigger +1a	P488	P535
Quick Trigger +1β	P488	P535
Chain	P485	—
Lock +1	P485	P527
Chain Collar	P501	—
Kujigumi	P466	P526
Beak trumpet	P515	—
Cook the Fish	P496	P536
Cook the Fish+1	P496	P536
Bear Pelt	P515	—
Gummi base	P515	—
Spider Web	P515	—
Kurausoras (Klausrus)	P472	—
Sunglasses stylish wear	P523	—
Glasya-Labolas	P476	—
Gladius	P468	—
Gradius +1	P468	P528
Gladiator	P501	P532
Kurama	P491	P530
Kurama+1a	P491	P530
Kurama +1β	P491	P530
Grand Scepter	P482	P534
Grand Scepter +1g	P482	P534
Grand Scepter +1β	P482	P534
Crystal of Clarity	P520	—
Green Beret	P503	P537
Green Menis Claw	P518	—
Green Light	P515	—
Chris Naga	P471	—
Chris Naga +1a	P471	P538
Chris Naga+1β	P471	P538
Crystal Heal	P500	P541
Critian Beauty Set	P525	—
Critian Coat	P507	P542
Critian Ring	P503	P541
Griffin Feather	P522	—
Griffin Claw	P515	—
Grim Guardian	P486	—
Grim Guardian +1a	P486	P534
Grim Guardian +1β	P486	P534
Crimson Axe	P475	P533
Crimson Axe +1a	P475	P534
Crimson Axe +1β	P475	P534
Spiral Drill Hammer	P479	P539
Spiral Glasses	P524	P530
Crusader 13	P490	—

Item name	Item Synthesis	
Kurubis (Kurubis)	P498	—
Great Axe	P474	—
Great Axe +1	P474	P527
Crescent Axe	P474	P530
Crescent Axe +1	P475	P530
Crimson Small Box	P520	—
Crimson Flame Sword Abission	P474	—
Grow Earth	P495	P536
Glow Earth+1	P495	P535
Growing Ribbon	P486	P532
Growing Ribbon+1a	P486	P532
Growing Ribbon +1B	P486	P532
Cloak	P506	—
Chrona Symbol	P511	—
Clones' Dew	P521	—
Glorious Guard	P506	P542
Glorious Helm	P502	—
Gungnir	P477	P539
Gungnir +1	P478	P539
Biography of the Ultramarine Warrior	P521	—
Gae Bolg	P478	—
Gae Bolg +1a	P478	P539
Gáe Bolg +1β	P478	P539
Gale Spreader	P488	P532
Barrier	P467	—
Beast King	P501	P541
Dog Knight Emblem	P522	—
Light Emperor Sword Fierasius	P474	—
Fancy Water Bottle	P522	—
Light Star Stone	P515	—
Imperial Family Crest	P521	—
Imperial Majesty	P511	P543
Bat Wing	P515	—
Gōriki Jewel	P515	—
Gauche Sword	P473	P539
Golden Hammer	P480	—
Golden Helm	P502	P537
Gold Armor	P505	P537
Gold Circlet	P503	P537
Gold Leggings	P511	P538
Small Bird Feather	P515	—
Cockatrice Beak	P515	—
Cockatrice Claw	P515	—
Kogarashi	P490	—
Kogarashi +1	P490	P527
Prison Sand Spear Zariche	P478	—
Fox Spirit Sword Kurubis	P498	—
Straw mat (goza)	P467	—
Gothic Cardigan	P507	P534
Gothic Guard	P506	P534
Gothic Dress	P507	P534
Gothic Plate	P505	P534
Kotaro	P491	P527
Kotaro +1	P491	P528
Kotaro +2a	P491	P530
Kotaro +2B	P491	P530
Chef's Hat	P524	—
Baby Dragon	P523	P543
Rubber skin	P515	—
Comet Light (コメットライト)	P483	—
Collector's Illustrated Guide	P519	—

Item name	Items	Synthesis
Colossus	P472	—
Compact Sword	P468	—
Compact Sword+1	P468	P528
Kombu	P513	—

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Item name	Items	Synthesis
The Blue Mantle	P510	—
The Red Mantle	P510	—
Saber	P468	—
Serpent Staff	P480	P534
Salmon	P513	—
Psychedelica	P484	P537
Psychedelica +1g	P484	P537
Psychedelica +1β	P484	P537
Rhinoceros Horn	P515	—
Zaude Orb	P520	—
Zagnar	P475	—
Zagnal +1α	P475	P532
Zagnal +1B	P475	P532
Cherry Blossom Branch	P523	—
Sakura Hair Ornament	P522	—
Scorpion Tail	P515	—
Satan Claw	P497	P541
Satan Claw+ 1	P497	P541
Sash	P483	—
Sash +1	P483	P528
Mackerel	P513	—
Saffron	P467	—
Cactus Spine	P515	—
Zariche	P478	—
Salvage Crane	P521	—
Triangle Hat	P524	—
Sanctuary	P498	—
Sunglasses (Triangular)	P524	P527
Sunglasses (square)	P524	P536
Sunglasses (round)	P524	P527
Sandals	P500	P534
Zanbatō	P477	P536
Shiitake (shiitake mushroom)	P513	—
Secret Celeb	P525	—
Thief Jacket	P508	P527
Sheep's Tattoo	P511	P530
Sheaves Mantle	P510	P529
Shield Light	P516	—
Seal Bottle	P466	P526
Shiva	P478	P532
General Armor	P505	P542
General Helm	P502	P541
Geminio	P497	—
Gemini-O +1 a	P497	P541
Gemini-O +1 β	P497	P541
Geo Stone	P516	—
Reflections of the Long One Carrying the Scent of the Tide	P521	—
Examination Guidelines Form	P521	—
Hell Scythe	P516	—
Lion's Fan	P516	—
Lion's Fang	P516	—
Shishi no Mitama	P494	—
Shizel Necklace (シゼルネックレス)	P509	—
Progenitor Sword Nanatsusaya	P474	—
Chic Water Bottle (シックな水筒)	P523	—
Water bottle that seems usable for experiments	P521	—

Item name	Item Synthesis	
Jet-Black Ink	P516	—
Jitte	P500	P537
Shiden	P471	—
Bamboo Sword (Training Stick)	P473	—
Paralysis Powder	P516	—
Scimitar	P468	—
Shimenawa (sacred straw rope)	P525	P530
Shark's Tail	P495	P536
Shark's Tail +1a	P495	P535
Shark's Tail +1β	P495	P535
Sharp Claw	P503	P527
Jaey's Red Orb	P520	—
Shakujo (Shakujō)	P480	P534
The Legend Sleeping in the Scorching Land	P521	—
Evil Bone	P518	—
Shadow Fang	P471	—
Shadow Fang +1	P471	P536
Jubita	P497	—
Jubiter +1a	P497	P541
Juvita+1B	P497	P541
Sturdy Vine	P516	—
Tentacle Bag	P523	—
Shoulder Shield	P523	—
Jiraiya	P491	—
Jiraiya+1a	P491	P533
Jiraiya +1B	P491	P533
Silk Cloak	P506	P527
Silver Edge	P476	—
Silver Edge+1g	P476	P539
Silver Edge +1β	P476	P539
Silver Guard	P505	P533
Silver Cloak	P506	P533
Silver Coat	P507	P533
Silver Circlet	P502	P533
Silver Mane	P522	—
Silver Parts	P508	P533
Silver Hat	P503	P533
Silver Helm	P502	P532
Silver Mail	P504	P533
Silver Leggings	P511	P533
New Model Magic Device	P522	P543
Sinclair Sabre	P470	—
Sinclair Sabre +1	P470	P533
Design Methods of Emerging Cities	P521	—
Gentleman's Pride	P516	—
Simple Water Bottle	P522	—
Sacred Tree	P516	—
Nebirim, the Divine-Demon Bow	P489	—
Crystal	P516	—
Children's Water Bottle	P522	—
Scopia	P497	P541
Scopia +1a	P497	P541
Scopia +1B	P497	P541
Suzaku	P492	—
Suzaku+1	P492	P533
Suzaku +2a	P492	P535
Suzaku +2B	P492	P535
SUSANOO	P494	—
Star Mail (スターメイル)	P505	—
Starlight	P499	—
Star Rod	P482	P539

Item name	Item Synthesis	
Star Rod +1a	P482	P539
Star Rod +1β	P482	P539
Stylish Crest	P503	P541
Steel Parts	P508	P528
Stiletto	P468	—
Stinger	P469	P532
Stinger +1	P469	P532
Lovely Necklace	P524	P535
Storm Slayer	P488	—
Storm Slayer+1a	P488	P540
Storm Slayer +1B	P488	P540
Stormbringer	P500	P531
Stone Check	P509	P538
Stone Charm	P509	P531
Stone Bottle	P466	P526
Strike Eagle	P488	P540
Strike Eagle +1g	P488	P540
Strike Eagle +1B	P488	P540
Strike Horn Bow	P489	P532
Striped Ribbon	P504	P534
Strange Stone	P516	—
Strange Mark	P511	P533
Snipe Syphos	P487	—
Snipe Syphos +1g	P487	P531
Snipe Syphos +1β	P487	P531
Spike Armor	P523	—
Spike Shield	P498	P533
Spike Hammer	P479	P530
Spike Hammer +1a	P479	P531
Spike Hammer +1β	P479	P531
Spike Bow	P489	P531
Spine Ripper	P471	—
Spine Ripper +1	P471	P532
Speed Light	P516	—
Spinny Jacket	P508	P534
Splash Bow	P490	P540
Splash One-Piece	P507	P538
Sprint Mail	P504	P528
Spectacles	P467	P526
Specific	P466	P526
Special Gummy	P466	P526, 529
Special Flag	P519	P527
Special Flag R	P519	P530
Smash Bow	P489	P530
Smash Bow +1g	P489	P530
Smash Bow +1B	P489	P530
Smash Bow +2	P489	P530
Letter of the Iron Hammer of Souls	P521	—
Sharp Blade	P516	—
Surume (Dried Squid)	P497	—
Sacred Armor	P505	—
Sacred Chain	P487	—
Sacred Helm	P502	—
Blue Starstone	P516	—
Star Sword Tautus	P497	—
Holy Horn	P516	—
Sage	P467	—
Safety Helm	P502	P528
Red-Eye Lens	P516	—
Red Star Stone	P516	—
Zephyros	P470	P534

Item name	Items	Synthes
Zephyros +1g	P470	P538
Zebirus +1β	P471	P538
Sephira	P512	P527
Savory	P467	—
Celtis	P475	—
Seltis +1a	P475	P532
Serthis+ 1β	P475	P532
Celestial Star	P489	—
Celestial Star +1	P489	P540
Celeb's Ribbon	P504	P533
Celebrite Bellyband	P508	P538
Sentinel	P469	P538
Sentinel+1	P469	P538
Soul Glass	P516	—
Sorcerer's Ring	P519	—
Sorcerer Ring Lv2	P519	—
Sorcerer Ring Lv3	P519	—
Sorcerer Ring Lv4	P519	—
Sorcerer Ring Lv5	P519	—
Sword Whip	P486	P540
Sword Whip +1a	P486	P540
Sword Whip +1B	P486	P540
Sword Breaker	P500	P541
Fragment of an Empty Shell	P522	—
Song of Gaia	P500	P537

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Dark Avenger	P472	P538
Dark Avenger +1	P472	P538
Dark Crystal	P478	—
Dark Seal	P511	—
Dark Bottle	P466	P526
Turquoise	P512	P535
The Great Pirate's Emblem	P512	—
Giant Bird's Beak	P516	—
Daikon	P513	—
Great Sin Sword Susanoo	P494	—
Dice	P512	—
Great Rampage Gang	P523	—
Diamond	P512	P534
Diamond Guard	P506	P536
Tyrant Fist	P499	P537
Daos Mant	P510	—
Dagshian Claw	P489	—
Takemikazuchi	P493	—
Takemikazuchi (Flame)	P493	P532
Takemikazuchi (Flame) +1 α	P493	P535
Takemikazuchi (Flame) +1 β	P493	P535
Takemikazuchi (Storm)	P493	P531
Takemikazuchi Storm +1α	P494	P532
Takemikazuchi Storm +1B	P494	P532
Tategami (Mane)	P516	—
Tabar	P475	P537
Tabar+1a	P476	P537
Tabar +18	P476	P537
Egg	P513	—
Damascus Sword	P470	—
Onion	P513	—
Tamahagane	P490	—
Tamahagane +1	P490	P527
Tamahagane+2a	P491	P528
Tamahagane+2β	P491	P528

Item name	Items	Synthes
Talisman	P509	P527
Barrel-like water bottle	P523	—
Detective Set	P525	—
Chiigle Fur	P516	—
Small key	P519	—
Small Key · Wolf	P519	—
Small Key · Short Sword	P520	—
Small Key · Greatsword	P519	—
Chain Guard	P505	P527
Chain Mail	P504	P527
Chain Whip	P485	P528
Chain Whip +1	P485	P530
Check Ribbon	P504	P530
Chicken	P512	—
Fountain of Knowledge	P516	—
Intellectual Bunny Ear Set	P525	—
Medium Bird Feather	P516	—
Faithful Dog's Bellyband	P508	P542
Super Ear Plate	P522	—
Drop: Fragment of Super Vibration	P516	—
Super Electric Yo-Yo	P486	—
Pass	P519	—
Two-Form Cestus	P488	—
Two-Form Cestus +1a	P488	P535
Two-Form Cestus +18	P488	P535
Prosthetic Nose Glasses	P524	P531
Tsurugi	P468	P528
Tsurugi +1	P468	P528
Tiara	P524	—
Divine Cannon	P490	—
Imperial Medal of Honor	P511	—
Diney Bottle	P466	P526
Defense Ring	P510	P528
Defender	P499	P534
Defender Bow	P489	P532
Twinkle Star	P484	P536
Sutra of the Heavens	P473	—
Sutra of the Heavens	P520	—
Death Slinger	P489	P540
Death Slinger +1a	P489	P540
Death Slinger +1B	P489	P540
Dezue Gold Sand	P516	—
Desue Iron Sand	P516	—
Death Contrast	P484	P539
Death Contrast +1	P484	P539
Death Contrast +2a	P484	P539
Death Contrast +2B	P484	P539
Death Scythe	P477	P534
Deck Brush	P481	—
Deadly Horn	P479	P534
Iron Foot	P516	—
Iron Hilt	P516	—
Iron Tip	P516	—
Demon's Seal	P511	—
Duel Helm	P502	P534
Dynamis	P478	P539
Dynamis+1 a	P478	P539
Dynamis+1β	P478	P539
Angel Set	P524	P543
Tent	P467	—
Orange Starstone	P516	—

Item Name	Item Synthesis	
Tofu	P513	—
Tor Hammer	P480	P539
Tor Hammer+1a	P480	P539
Tor Hammer+1β	P480	P539
Pointed Beak	P516	—
Extra-large	P522	P536
TOKUNAGA	P524	P543
Spiked Collar	P501	P528
Sum of Absolute Darkness	P517	—
Tonosama Chonmage	P523	—
Tomato	P513	—
Trident	P477	—
Tribal Guard	P480	—
Dragonic Coat	P508	—
Dragon Skin	P500	P541
Dragon Tooth	P480	P534
Dragon Parts	P508	P542
Dragon Powder	P517	—
Dragon Helm	P502	P541
Dragon Mail	P505	P542
Transblade	P487	P535
Transplaid+1a	P487	P537
Trans Blade +1β	P488	P537
Treat	P466	P529
Torby Water	P517	—
Tolby Fish	P517	—
Drain Check	P509	P538
Drain Charm	P509	P531
Trench Coat	P507	—
Trent Flower	P517	—
Drowatt Sword	P473	P539
Donguri Met	P517	—
Extremely effective砲	P501	P532

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Nice Middle-aged Set	P525	—
Knight Armor	P504	P531
Knight Shield	P498	P531
Knight Shield F	P498	P536
Knight Sword	P468	—
Knight Sword: Real	P471	P536
Knight Sword: Spill	P473	—
Knight Helm	P502	P531
Nightmare Helm	P502	P536
Long Needle	P517	—
Companions' Furball	P521	—
Naginata	P477	P536
Spectacles of Sorrow	P524	P534
Nakoto Shinsho	P500	P541
Knuckleduster	P499	P528
Seven-Colored Lens	P517	—
Nanatsusaya	P474	—
Navi Metal	P517	—
Nam Islet - Entry Ticket	P520	—
Fits Anything 砲	P500	—
Nia Fruit	P519	—
Smelly Bag	P517	—
Rainbow Bookmark	P521	—
Knit Cap	P503	—
Nibamboshi	P473	—
Nyanko (Cat)	P524	—
Ninja Dog Mask	P503	P542

Item Name	Items	Synthesis
Ninja Set	P525	—
Carrot	P513	—
Necronomicon Manuscript	P500	P534
Neko Guard	P499	P541
Cat Teaser	P482	—
Cat Headband	P502	P528
Cat Hat	P524	P543
Nebilim	P489	—
Nepsine	P497	—
seaweed	P513	—

[Ha-row]

Heart of Hearts	P483	—
Hard Coat	P507	P531
Hard Mail	P504	P526
Burning Blood	P499	—
Perfect Green	P483	—
Perfect Green+1	P484	P532
Perfect Green+1β	P484	P532
Half Guard	P505	P526
Half Frameless Glasses	P524	P527
Purple Ribbon	P504	P528
Burn Spreader	P488	P532
Bio Claw	P517	—
Viking Hat	P503	P530
Visor	P524	P530
Haitsurugi	P470	P532
Hyper Armor	P505	P542
Hyper Helm	P502	P541
High-Power Yo-Yo	P485	—
High-Power Yo-Yo +1	P485	P531
Vibe	P525	P530
Hyperion	P498	P541
Highlander	P471	P538
Piledriver	P479	P539
Piledriver +1a	P479	P539
Piledriver +1β	P479	P539
Pirate Suit	P508	P542
Pirate Knife	P494	P532
Pirate Knife +1	P494	P531
Pine Gummy	P466	P526、529
Paul's Horn	P520	—
Dr.ット	P525	—
Steel Harpoon	P517	—
Chinese cabbage (hakusai)	P513	—
The Gear Tower: Underground Key	P522	—
Basilisk scale	P517	—
Basil	P467	—
Bastard Sword	P469	P528
Bastard Sword+1g	P470	P529
Bastard Sword + 1B	P470	P529
Password? 1	P519	—
Password?2	P519	—
Password?3	P519	—
Baselard	P470	—
Baselard +1a	P470	P531
Baselard +1β	P470	P531
Slingshot	P489	—
Buckler	P498	—
Hades	P477	P537
Battle Guard	P505	P529
Battle Suit	P504	P529

Item name	Item Synthesis	
Battle Sword	P469	—
Battle Sword +1	P469	P529
Battle Knife	P500	—
Battle Book	P519	—
Panacea Bottle	P466	P526
Panacea Bottle	P519	—
Banana	P513	—
Soil of the Flower-Blooming Village	P521	—
Hanuman Shaft	P481	P537
Hanuman Shaft+1	P481	P537
Hanuman Shaft +2a	P481	P539
Hanuman Shaft+2β	P481	P539
Feather Fan	P517	—
Mother's Memento	P522	—
Bahamut Tear	P476	P539
Bahamut Tear+1	P476	P539
Paladin Mantle	P510	P543
Rose Flower	P517	—
Rose Bouquet	P473	—
Stomach Band	P508	—
Paralysis Check	P509	P538
Paralysis Charm	P509	P527
Paralysis Bottle	P466	P526
BariBari Drill Hammer	P480	—
Bardiche	P476	P537
Bardiche +1	P476	P537
Halberd	P477	P530
Barbatos Ring	P510	—
Harold's Mask	P522	—
Power Light	P517	—
Bread	P513	—
Adhesive Bandage	P525	P527
Hunter's Monocle	P512	P543
Hunting Beret	P503	P535
Hand Axe	P474	—
Universal Kitchen Knife	P521	—
Heater Shield	P499	—
Peach	P513	—
Beef	P512	—
Heal Bangle	P509	P538
Hero Coat	P507	P542
Flying Rabbit Ear	P517	—
Pikohan Beak	P517	—
Visca	P495	—
Piska+1a	P495	P533
Visca+1β	P495	P533
蹄	P517	—
Hinotama Higher	P480	—
Hibionia Coral	P517	—
ヒビ Oni 樹皮	P517	—
Secret Tactical Squad Assault Equipment	P525	—
Secret Tactical Squad Equipment	P525	—
Gourd (Liquor)	P523	—
Piyonon	P509	P538
Piyohan	P509	P529
Biyobiyo Egg	P517	—
Final Symbol	P511	—
Fine Boots	P511	P528
Fine Beret	P503	P530
Falcon Needle	P487	P537
Falcon Needle+1	P487	P540

Item name	Item Synthesis	
Falcon Needle +2a	P487	P540
Falcon Needle +2B	P487	P540
Feat Symbol	P511	P529
Boots	P500	—
Boomerang Horn	P522	—
|Fūraibō	P492	P536
Furaibou +1	P492	P537
Fūraibō+2a	P492	P537
Fūraibō+2β	P492	P537
Fūrinkazan (Fuurinkazan)	P494	—
Fūrinkazan+1	P494	P540
Fairy Ring	P509	P538
Feather Cloak	P506	P528
Feather Coat	P507	P535
Phoenix Guard	P506	P533
Fellow's Feather	P520	—
Force Ring	P510	P536
Forti Staff	P481	P539
Forti Staff +1a	P481	P539
Forty Staff +1β	P481	P539
Mysterious Key	P517	—
|Mysterious Cloth	P517	—
Songstone	P517	—
Puchi Puri Leaf	P517	—
Puchi Puri Fruit	P517	—
Bushbaby Doll	P521	—
Pterabronc Claw	P521	—
Brusagari Prince	P522	—
Platinum Cloak	P507	P536
Platinum Circlet	P503	P541
Black Onyx	P512	—
Black Leather	P499	—
Bloody Coat	P507	P538
Bloody's Eye	P522	—
Scales of Bloody Peak	P518	—
Blood Trigger	P490	—
Blood Trigger +1a	P490	P540
Blood Trigger +1B	P490	P540
Flammverge	P472	P532
Francisca	P474	—
Freeze Stone	P517	—
Prism Protector	P506	P542
Pretty Ribbon	P503	P528
|Brionac	P478	—
Princess Guard	P506	P537
|Bluwing	P517	—
Blue Goggle	P524	P529
Blue Sephira	P512	P543
Blue Dice	P512	P543
Blue Talisman	P509	P542
Blue Dragon	P469	P529
Blue Dragon +1	P469	P529
Blue Ribbon	P504	P531
Brusis's 鏡	P522	—
| Full Plate	P505	P533
Full Frameless Glasses	P524	—
Full Metal Staff	P480	—
Flare Mantle	P510	P533
Breaker's Bow	P490	P537
Flay Stone	P517	—
Braver	P472	—

Item name	Item Synthesis	
Brave Helm	P502	—
Flamers	P496	—
Flamers +1a	P496	P536
Flamers +1β	P496	P536
Frameless Glasses	P524	P527
Breast Guard	P505	P527
Breastplate	P504	P529
Protect Ring	P510	P534
Bronze Circlet	P502	P527
Shinkei Axe Glasyalabolas	P477	—
Bear Claw	P517	—
Heavy Maul	P479	—
| Heavy Maul +1	P479	P527
Headdress	P503	P531
Berikan Bag	P517	—
Persia Boots	P511	P543
Perseus	P497	—
Berserk Heart	P473	—
Verbena	P467	—
Helmes Memo	P521	—
Transformation Belt	P522	P543
Poison Check	P509	P538
Poison Charm	P509	P527
Poison Bottle	P466	P526
Adventure Water Bottle	P522	—
Hat (Another Color)	P525	P529
Hat (black)	P524	P530
Rampaging Old Man	P523	—
[Rampaging Man	P523	—
[Rampaging Pirate	P523	—
【Rampaging Knight	P523	—
Rampaging Researcher	P523	—
Rampaging Little Kid	P523	—
Rampaging Little One	P523	—
Rampaging Extra-Large Little One	P523	—
Rampaging Princess	P523	—
Berserk Lady	P523	—
Houten Geki	P477	—
Pork	P513	—
Rouge	P524	—
Holy Avenger	P472	—
Holy Avenger +1	P472	P538
Holy Cloak	P506	P529
Holy Coat	P507	P538
Holy Circlet	P503	P529
Holy Symbol	P510	P530
Holy Bottle	P466	P526
Holy Ring	P509	P543
Bone Slasher	P476	—
Bone Slasher+1	P476	P539
Scallop	P513	—
Body Paint	P505	P537
Potato	P513	—
Meat on the Bone	P523	—
White Knight Shield	P499	—
White Knight Sword	P473	—

[Ma-row]

Mercurious	P496	P540
Mercurious +1	P496	P540
Marking Map	P519	—
Mermaid Cloak	P507	P535

Item name	Item Synthesis	
Mighty Guard	P506	P531
Mind Bottle	P466	P526
Maka Jewel	P518	—
Magatama	P525	P527
Demon-Hunting Wine	P518	—
Devil-Hunting Challenge	P521	—
Demon Hunting Challenge 2	P522	—
Maximum Dog	P509	—
Measuring Tape	P485	—
Tuna	P513	—
Masakari Cleaver	P475	P536
Masakari Cleaver +1g	P475	P536
Masakari Cleaver +1B	P475	P536
Magical Collar	P508	P536
Magical Tunic	P506	P528
Magical Tiara	P503	P541
Magical Ribbon	P504	P542
Magic Mist	P512	P528
Magic Lantern	P521	—
Mask	P523	—
Master Shield	P499	—
| Magic Ore	P518	—
Magic Ore J	P518	—
Magic Resin	P518	—
Magical Tome Fragment	P518	—
muffler	P483	—
Scarf +1	P483	P527
Mam Bain	P505	P542
Mam Bain Earl	P505	P542
Monster Bone	P518	—
Shino Coral	P520	—
Lovely Star	P520	—
Marine Suit	P508	—
Mangoshu	P500	P531
Cape	P510	P527
Mandragora Eye	P518	—
Microcircuit	P522	—
Mizuchi	P494	P532
Mizuchi +1α	P494	P532
Mizuchi +1β	P494	P532
Mystic Symbol	P511	P543
Misty Mark	P511	P538
Mithril Guard	P506	P535
Mithril Cloak	P506	P535
Mithril Coat	P507	P535
Mithril Circlet	P503	P535
Mithril Sword	P470	—
Mithril Parts	P508	P535
Mithril Boots	P511	P535
Mithril Plate	P505	P535
Mithril Helm	P502	P535
Water-repellent cloth	P518	—
Misericorde	P500	P535
Miso	P513	—
Mix Gummy	P466	P526
Midi Blouse	P506	P531
Minotaur	P476	—
Minotaur +1	P476	P533
Akaboshi No.1	P520	—
Akaboshi No.2	P473	—
Akaboshi No.2	P520	—

Item name	Item Synthesis	
Myorzo's Signpost	P521	—
Mirage Crest	P503	P541
Mirage Cloak	P507	P538
Miracle Gummy	P466	P526,529
Miracle Bangle	P512	—
Milky Way	P484	—
Milky Way +1	P484	P540
Milk	P513	—
Mint Hat	P525	P543
Moon Guard	P506	P538
Moon Cloak	P507	P538
Moonstone	P512	P543
Moon Selector	P519	P527
Moonlight Aqua	P473	—
Straw Hat	P524	—
Insect Horn	P518	—
Insect Wing	P518	—
Murakumo	P493	—
Mace	P481	P526
Blindfold	P525	P543
Metal Color	P501	P531
Metal Jacket	P508	P531
Medical Herb	P518	—
Medusa's Passion Powder	P522	—
Menistus	P522	—
Mericrius	P474	—
Mental Symbol	P511	P538
Mental Bangle	P509	P538
Mental Ring	P509	P543
Antibiotic of Severe Poisoning	P518	—
Morning Star	P481	—
Morning Star +1	P482	P528
Mochimocchin Powder	P513	—
Monocle	P524	P535
Monster Encyclopedia	P519	—

[Ya row]

Yakitori	P494	—
Yatagarasu (Yatagarasu)	P491	—
Yatagarasu +1	P491	P529
Yatagarasu+2a	P491	P530
Yatagarasu+2β	P491	P530
Soft Tail	P518	—
Rascal Kid Set	P525	—
Hero's Sword	P473	—
Hero's Shield	P499	—
Hero's Challenge	P521	—
Book of Proof of Friendship	P521	—
Emblem of Friendship	P521	—
Yudex	P473	—
Yumanshu・Permanent Free Invitation Ticket	P520	—
Unicorn Horn	P481	—
Unicorn Horn +1a	P481	P539
Unicorn Horn +1β	P481	P539
Yuruzo Crystal	P518	—
Yuruzo Fruit	P518	—
Yoto Onipikari	P473	—

[Ra-row]

Riot	P472	P532
Riot+1a	P472	P533
Riot + 1B	P472	P533
Rice	P513	—

Item name	Item Synthesis	
Life Bottle	P466	P526
Round Shield	P498	P528
Round Beret	P503	P528
Last Fencer	P472	P526,539
Lapis Lazuli	P512	P543
Rapid Shot	P488	P532
Rabbit Symbol	P511	P529
Lovely Cat Encyclopedia	P500	P541
Lavender	P467	—
Lamellar Guard	P505	P528
Lamellar Leather	P504	P528
Sea Beast Maiden's Challenge	P521	—
Liqueur Bottle	P467	P529
Weapon of the Lizardman	P518	—
Risky Ring	P510	—
Reverse Doll	P512	P530
Ribusia	P494	—
Ribusia+1α	P494	P532
Ribisia + 1B	P494	P532
Reflect Ring	P510	P538
Reflex	P505	P536
Rivet Belt	P484	P530
Ribbon	P503	P527
Limits Octet	P520	—
Limits Quartet	P520	P536
Limits Duo	P520	—
Limits Trio	P520	P530
Limits Bottle	P467	P536
Dragon Knight's Greaves	P500	—
Dragon Spear Dragness	P478	—
Dragon Fossil	P518	—
Good Wife and Wise Mother Set	P525	—
Cooking Battle Invitation	P520	—
Green Star Stone	P518	—
Ring Mail	P504	P527
Apple	P513	—
Dragon Skin	P518	—
Rune Cloak	P507	P542
Rune Coat	P508	P542
Rune Jacket	P506	P542
Rune Blade	P470	—
Rune Blade +1	P470	P534
Rune Mail	P505	P542
Light-Emitting Magic Device	P520	—
Ruby	P512	P531
Ruby Wand	P482	P533
Ruby Wand +1g	P482	P534
Ruby Wand +1β	P482	P534
Lululie's Petal	P519	—
Rare Coat	P507	P542
Rare Boots	P511	P543
Rare Plate	P505	P542
Rare Protector	P506	P542
Rare Helm	P502	P541
Rare Metal	P518	—
Spirit Sword Merikurius	P474	—
Soul Fragment	P518	—
Radiant Star	P473	—
Rapier	P468	P526
Leorca	P497	—
Leather Guard	P505	—

Item name	Item Synthesis	
Leather Coat	P507	P529
Leather Jacket	P508	P527
Leather Boots	P511	P527
Leather Helm	P502	—
Leather Mantle	P510	P527
Leather Mail	P504	—
Resist Ring	P510	P534
Resume Ring	P510	P531
Lettuce	P513	—
Red Chamomile	P467	—
Red Saffron	P467	—
Red Sage	P467	—
Red Savory	P467	—
Red Basil	P467	—
Red Verbena	P467	—
Red Lavender	P467	—
Lemon Gummi	P466	P526,529
Royal Guard	P505	P528
Prison Key ? ••••••	P519	—
Rose Whip	P486	P536
Rover Tentacle	P518	—
Laurel	P509	P542
Rod	P483	—
Rod +1	P483	P539
Longinus	P478	P539
Long Coat	P507	P530
Longsword	P468	P527
Longhorn	P518	—

[Wa-row]

World of One	P486	—
World of One+1	P486	P540
World Check	P509	P538
World Map	P519	—
[Cotton Fluff	P518	—
Laughing Glasses	P524	P534
Wonder Symbol	P511	P536
Wonder Log	P519	—
Wand	P481	—

Enemy · Battle Voice 3

In addition to Duke and the primordial subordinates, here are a collection of voices from characters participating from past "Tales of" series.

Belius

Over Limit Activated:	Uuuughaaah!
Use Artes/Techniques	Kikikikii!!/Ku, take this and avoid it... I can't......
	I'm sorry... ...!
	It's dangerous........
	Uuuuaaa!
	Run away......!
Defeat	Well... done...
"Defea	Hurry... run away... Gwaaaaaah!
Stun	Release me quickly...
HP 25% or below	Just... a little bit more...
Secret mission accomplished	The power has been taken away. Now is the time to finish it...

Chrome Drago

Use Artes/Techniques	Be destroyed! / Begone!
	Can you stand after taking this!?
Defeat	As I thought, it was impossible for you......
Defeat	It was a wonderful battle......

The Duke

Overlimits activation	[Here we go!
Use Artes/Techniques	This will finish it!
	Go / Pathetic! / Get out of the way! Disappear! Be blown away!
	Reign in my hand
	Proceed (junkō)! / Dance! / Ensen Ranbu (Circular Flash Chaotic Dance)!
	Begone / The Raging Dominion (hadō) / Tenga Ryūshō (Heaven Fang Dragon Ascent)!
	Run through / Shockwave (shōha)!
	Pierce through / Hmph!
	Dance!
	Clearing sweep, how annoying!
	Haaaah!/Too slow!
	Tremble before the power of the ancient!
	You cannot evade!
	Breath of flame, your majestic figure—Go I will spew forth the demonic, fiery breath! Flame Dragon!
	The dark culmination floating in the sky (sora), namely death. Huf
	Tremble at the abyss of the dark sky (sora)! Black Hole!
	Master of calamity, who disturbs this garden of peace — Perish
	The gale will no longer forgive you: Tenbest!
	Saint, your truth is a brutal light
	Pure (unblemished) rain, wash away the tainted ones! Holy Rain!
	The king of noninterference shall not be allowed; the seven-colored pendulum surpasses (ryōga) — oh time
	You are useless even to time — then I'll take it from you! Stop Flow!
	The chilling howl of the demonic wolf reverberates through the sky! Ha!
	Tremble at the demonic wolf's roar! Bloody Howling
	Feel the release of my life force, Guilty Riso Luvar
Stunned	This won't end like this......
	Is that all you've got!
HP 25% or less	To be driven back... who would have thought······
	"It's not over yet!"
Defeat	Now, let us begin to cleanse the world......
	My will will not be broken by the likes of you
Defeat	Ugh, guooo......!
	Utsu, guutsu......
Secret Mission Accomplished	You'll pay for this......

One clad in rainb

Over Limit activated	Friend, lend me your strength
Use Artes/Techniques	Phantom Wolf Slash! / Get out of the way!
	獅吼 Dragon Annihilation!
	Moonlight!
	Light, illuminate my life—Heartless Circle!
	Countless dust drifting in the sky, become a sudden downpour and be praised! Meteor Storm!
Stun	I can't end it like this...
HP 25% or below	I will be the one to win...!
"Defea	Your defeat is the way of the world...

Oma

Over Limit Activated:	Try taking my rage!
Use Artes/Techniques	Hahahahaha...
	Uuuu...
	Trash!
	Oooo... ·····
	Turn to dust!
	Try to take the full force of my wrath...!
"Faint	Ugh......
HP 25% or below	Not yet — this level of pain is nothing!
Defeat	...To call this level — after all, are you merely a petty person (shōjin)?......
Defeated	To be reduced by such a petty person (shōjin)...... my...

The warrior who rebelled against the heavens

Over Limit activated	Don't get cocky
Use Artes/Techniques	[Demon God's Sword
	Demon God's Sword: Twin Fangs
	Steel Demon Sword
	Swift Blade
	Flash Sky Break
	Thunder God's Sword
	Wind Thunder God's Sword
	First Aid
	Protective Formation
	Destroy it
	Too slow!
Defeat	Is this the end......

The Man Who Leaps Through Time

Overlimit Activated	It's over now!
Use Artes/Techniques	Daos Corder
	Tetras Bell
	Tetra Assault
	Fireball
	Eruption
	Thunder Blade
	Stone Blast
	Tempest
	Tractor Beam
	Meteor Swarm
	Tidal Wave
	"What?! That is impossible, no way, no way!"
HP below 25%	No way
Defeat	I will not let you interfere with me
Vanquished	"Guaah!"

The sorrowful Queen of Darkness

Over Limit activate	Curse your own misfortune!
Use Artes/Techniques	Take this! Eat it and perish!
	Resurrection
	Grand Dasher
	Freeze Lancer
	Thunder Blade
	Holy Lance
	[Bloody Howling
	Meteor Swarm
	Eruption
HP 25% or below	What...!
Defeated	I cannot believe it......

The one who slew the hero

Over Limit activated	I'll beat you to death! Crush you to the bone!
Use Art/Skill	Expose them!
	You're completely open!
	You weakling!
	Drop dead!
HP 25% or below	Impossible, no way! It can't be! There is no such thing as retreat for a man!
Defeat	
Defeated	Whoah!

●Cooking Data

DATA

Cooking Data

Introducing data for all 42 types of dishes. You can also see required ingredients and l
so use it when preparing meals.

How to Read the Cooking Data

Sandwich ② ①

Main Dish ③

Ingredients ④

Bread	Egg	—
—	—	—

⑤ Likes: Ri [Dislikes] — Favorite Yukari Dislikes Ra

6 Effect: Recovers 10% of HP

7 Obtain "No.11 Fallen Girl" 8 Development E→Onigiri

① Food graphics

② Name of the dish

3. Types of dishes. "Staple" dishes mainly restore a large amount of HP, and some also restore TP and cure status ailments. "Meat" dishes increase physical attack, "Fish" dishes increase physical defense, "Fried" dishes increase magical attack, "Soup" dishes increase magical defense, and "Vegetable" dishes increase agility and also restore 5% of HP. "Dessert" dishes greatly restore TP.

④ Ingredients required to make that dish

⑥ Each character's preference for that dish. "Like" increases the effect when the dish is eaten, while "Dislike" decreases it. "Skilled" raises the success rate of cooking the dish, and "Poor" lowers the success rate. [Abbreviation meanings] Yu: Yuri Estelle, Ra: Rapido, Ka: Karol, Rilita, Re: Raven, Ji: Judith, Fufflen, Pa: Patty

⑥ Effects obtained when that dish is prepared

❼ How to obtain the recipe for that dish

❽ The character (listed using an abbreviation) and the dish name for which a new dish can be developed from that dish.

●Cooking Data

Sandwich

Main Dish

Ingredients

Bread	Egg	—
—	—	—

Likes Dislikes" — Favorite Yukari Dislikes Ra

Effect: Restores 10% HP

Obtained from "No.11 Falling Girl" Developed E→Onigiri (rice ball)

Onigiri

Main dish category

Ingredients

Rice	Nori	Salmon
—	—	—

Likes Ri, Ji [Dislikes — Good at Kari, Ji not good at Ra

Effect: Restores 5% HP and TP

Obtained: Estelle developed from sandwich Developed Yu→Gyudon (beef bowl)

Gyudon

Main Dish

Ingredients

Rice	Beef	Onion
—	—	—

Likes — Dislike La [Preferred — Not good at La

Effect: Restores 20% of HP. Cures poison

Obtained: Developed by Yuri from onigiDeveloped: Ka-omelet rice / Rei pork kakun

Omurice

Main dish category

Ingredients

Rice Chicken	Egg	Onion
	—	—

Like Strength [Dislike Preferred — Not good at Ra

[Dislike Preferred

Effect: Restores 10% of HP and TP. Cures petrification

Obtained: Developed by Karol from gyDeveloped: Karmi meat sauce

Curry

Main Dish

Ingredients

Meat Onion	Rice Carrot	Potato
		—

Like Strength Dislike Ra Favorite E, Ka dislikes Ra

Effect: Restores 30% of HP

Acquisition: Mantyk (→P222)'s chef Development

| Meat sauce

Main Dish

Ingredients

Mochimocchin Powder Pork	Tomato	Onion
	—	—

Likes Strength [Dislike] Rira Favorite I "Dislikes Ra

Effect: Restores 15% of HP and TP. Cures status ailments other than incapacitation"

Acquisition: Developed by Karol from omelet rice Development

Cream stew

Staple

Ingredients Milk Potato Carrot
Onion Chicken —

Likes — Dislike Ra Favorite — Not good at Re

Effect Restores 40% of HP

Acquired From Mjorzo (P243)'s Chef Developed Booby Stew

Miso Oden

Staples

Ingredients Miso Daikon (Japanese radish) Egg
Potato Complete —

Likes Pa [Dislikes Work Favorite — Not good at Ra

Effect: Restores 20% of HP and TP. Revives from incapacitation.

Acquisition: Developed by Patty from miso soup
Development

nabe-yaki udon

Main Dish

Ingredients Mochimocchin Powder Shrimp Squid
Shiitake (shiitake mushroom) Chinese cabbage (hakusai) Egg

Likes E, Ji Dislike Spa [Good at ジ Not good at Ra

Effect: Restores 50% of HP

Acquisition: Developed by Yuri from Pork miso soup

mabo curry

Main Dish

Ingredients Rice Onion Tomato
Potato Tofu —

Likes Yu [Dislike] Ra "Good at — Not good at Rita

Effect: Restores 25% of HP and TP. Revives from incapacitation

Acquisition: Developed from the subevent "Proof of the Cook" (→P339)

Hamburger Steak

Meat-based

Ingredients Beef Egg Onion
— — —

Likes Cuff [Dislike Ra Favorite — Not good at Ra

The effect: Restores 5% HP. In the next battle, physical attack increases by 3% for 10 seconds.

Acquisition: Aspio's (→P164) chef. Development: Steak

Braised Pork Belly

Meat-based

Ingredients Pork Daikon (Japanese radish) Complete
— — —

Likes Ji, Fu [Dislikes] — [Good at ジ Not good at Re

The effect: Restores 5% HP. In the next battle, physical attack increases by 5% for 20 seconds.

Acquisition: Developed by Raven from gyudon.
Development: Simmered daikon and squid

Doner Kebab

Meat-based

Ingredients Bread Beef Lettuce
Tomato — —

Likes Rif Dislike Pa "Good at Re "Not good at Ra

The effect: Restores 5% HP. In the next battle, physical attack increases by 7% for 30 seconds.

Acquisition Chef of Nordpolica (P216) Development

Steak

Meat-based

Ingredients Beef Potato —
— — —

Likes Ra, Caf Dislike — "Good at — Not good at Ra

The effect: Restores 5% HP. In the next battle, physical attack increases by 10% for 40 seconds.
Development: —

Acquisition: Developed by Flynn from hamburger

Sukiyaki

Meat-based

Ingredients Beef ×2 Chinese cabbage (hakusai) Shiitake (shiitake mushroom)
Tofu Egg —

Likes Strength [Dislike Strong Ea Hand Ella

Effect: Restores 5% HP. In the next battle, physical attack power +15% for 50 seconds

Acquisition: Developed by Judith from simmered daikon and squid Development One

Mackerel miso

Fish-type

Ingredients Rice Mackerel Miso
— — —

Likes Re, pa [Dislikes Strength Favorite ジ Not good at Re

Effect: Restores 5% HP. In the next battle, physical defense is increased by 5% for 10 seconds.

Acquired from: Heliod's (→P188) chef — Development

Osashimi (sashimi)

Fish-type

Ingredients Tuna Mackerel Salmon
Scallop Squid —

Likes Liver Dislike Rif "Good at — Not good at Ra

Effect: Restores 5% HP. In the next battle, physical defense increases by 10% for 20 seconds.

Acquisition: Developed by Raven from Salad. Development: Osushi

Seafood bowl

Fish-type

Ingredients Rice Tuna Salmon
Scallop Shrimp Cucumber

Likes Ba [Dislikes] ri "Good at — Hand Ra

Effect: Restores 5% HP. In the next battle, physical defense increases by 15% for 30 seconds.

Acquisition: Sub-event "Obtain Seafood Bowl Recipe" (p.312). Development: Bā-chan Chan-yaki

Chan-chan yaki

Fish-type

Ingredients Salmon Cabbage Onion
Carrot Shiitake Miso

Likes Yu, Reji, Pa; Dislikes Pa, Eira, Ka; Good at Pa; Poor at Eira

Effect: Restores 5% HP. For the next battle, physical defense +20% for 40 seconds.

Acquisition: Developed by Patty from Seafood bowl

Sushi

Fish-type

Ingredients Fish ×3 Rice Nori
Complete — —

Likes E, Ka, Reba; Dislikes Ri "Skilled — Not good at La

Effect: Restores 5% HP. For the next battle, physical defense +25% for 50 seconds.

Acquisition: Developed by Karol from sashimi Development

Karaage Potato

Fried foods

Ingredients Chicken Potato —
— — —

Likes — Proficient Disliked La
Curry dislike

Effect Restores 5% of HP. In the next battle, magic attack power increases by 10% for 10 seconds.

Acquisition Chef of Kapuwa Trim (→P182) Development Ace Scotch Egg

Scotch egg

Fried foods

Ingredients Meat Egg Tomato
— — —

Likes dislike — "Proficient Disliked ラ

Effect Restores 5% of HP. In the next battle, magic attack power increases by 20% for 20 seconds

Acquisition Developed by Estelle from Karaage Potato Development Re→Okonomiyaki

●料理データ

Croquette

Fried items

Ingredients: Meat — Potato — Onion —

Likes Karī Dislikes Ra Good at/Bad at Ra — Dislikes Ra

Effect Restores 5% HP. In the next battle, magic attack power is increased by 30% for 30 seconds

Acquired From the chef of Yormgen (p.227) Developed by Ji Tempura

Okonomiyaki

Fried foods

Ingredients: Meat Shrimp Mochimocchin Powder Squid Egg cabbage

Likes — [Dislikes Rif Favorite — Not good at

Effect Restores 5% HP. In the next battle, magic attack power is increased by 40% for 40 seconds

Acquired Developed by Raven from Scotch Egg Development

Tempura

Fried foods

Ingredients: Vegetables Squid Mochimocchin Powder Egg Shrimp Chicken

Likes Kou Dislike ユ Good at Ji Poor at/Easily defeated: Eri, Ra

Effect: Restores 5% HP. For the next battle, increases magic attack by 50% for 50 seconds

Acquisition: Developed by Judith from Croquette Development

Minestrone

Soup category

Ingredients: Onion — Tomato — — —

Likes — [Dislike] ラ "Good at — Not good at La

Effect: Restores 5% HP. For the next battle, increases magic defense by 20% for 10 seconds

Acquisition: Chef of Dangrest (→P191). Development: E - Miso Soup

Miso Soup

Soup category

Ingredients: Tofu — Daikon (Japanese radish) Miso — —

Like Ji [Dislike] Proficient: Ji Weak:] Ra

Effect: Restores 5% HP. For the next battle, increases magic defense by 40% for 20 seconds

Acquisition: Developed by Estelle from Minestrone. Development: E - Clam Chowder / Bar Miso Oden

Clam Chowder

Soup category

Ingredients: Onion — Scallop — Potato —

Like Pa [Dislike] Kara Proficient/Weak — Ra

Effect: Restores 5% HP. For the next battle, increases magic defense by 60% for 30 seconds.

Acquisition: Developed by Estelle from Miso Soup. Development

Vichyssoise

Soup category

Ingredients: Mochimocchin Powder Milk — Potato —

Likes — [Dislike Strength Favorite — Not good at La

Effect: Restores 5% HP. In the next battle, increases magic defense by 80% for 40 seconds

Acquired: Chef on Namu Island (→P367). Development: Pork miso soup

Pork miso soup

Soup category

Ingredients: Pork Miso Tofu — Carrot —

Like Fu Dislike "Expertji Weakly Ra

Effect: Restores 5% HP. In the next battle, increases magic defense by 100% for 50 seconds.

Acquired: Developed by Estelle from Vichyssoise. Development → Nabeyaki Udon

Salad

Vegetable type

Ingredients: Lettuce — Tomato — Cucumber —

Like Ra Dislike Pa Skilled Ri, Re Weak Ra

Effect: Restores 5% HP. In the next battle, Agility +2000 for 10 seconds

Acquire Gaspharost (→P204) Chef developed: Lee stir-fried vegetables / Re sashimi

Simmered daikon and squid

Vegetable type

Ingredients: Daikon (Japanese radish) — Squid — Kombu —

Likes Jila, dislikes Kafu. "Good at J, poor at Ra

Effect: Restores 5% HP. In the next battle, increases Agility by 2000 for 20 seconds.

Acquire: Developed by Judith from braised pork. Developed: Ji sukiyaki"

Stir-fried vegetables

Vegetable-type

Ingredients: Meat Onion Cucumber — Carrot powder —

Likes — Dislikes La, good at Ri, Re, poor at Ra

The effect: Restores 5% HP. For the next battle, Agility +2400 for 10 seconds

Acquisition: Developed by Rita from Salad Development: Reta men

Beef stew

Vegetable type

Ingredients: Beef Potato Carrot — Onion —

Likes E Fdislike La good at — Not good at

The effect: Restores 5% HP. For the next battle, Agility +2400 for 20 seconds Acquisition: Developed by Flynn from Cream Stew Development

Tanmen

Vegetable type

Ingredients: Mochi-mochin flour Onion Pork flour Carrot cabbage —

Likes — Disliked: Ra 「Good at: Re Poor at: Ra

Effect: Restores 5% HP. For the next battle, Agility +2800 for 20 seconds

Obtained: Raven developed from Stir-fried Vegetables Development

Sherbet

Dessert-type

Ingredients: Fruits — Milk — — —

Likes: 1, E, Ka, Pa Dislikes Re, Ra Favorite ユ Hand Rera

Effect: Restores 10% TP

Obtained: Chef of Kapuwa Knoll (p.174) develops Yuu Pudding

Pudding

Dessert-type

Ingredients: Milk — Egg — — —

Likes: 1, E, Ka, Ri; Dislikes: Ra; Re, Ra: Skilled — Yuri; Weak: Re, Ra

Effect: Restores 20% TP

Acquired Developed by Yuri from Sherbet Developed: Yuu Shortcake

Shortcake

Dessert-type

Ingredients: Milk — Egg — Strawberry —

Likes: 1, E, Ka, Riba; Dislikes Re, Ra Favorite ユ Hand レ, ラ

Effect: Restores 30% TP

Obtained: Developed by Yuri from Pudding Development

Crepe

Dessert-type

Ingredients		
Milk Banana	Egg	Kiwi
	—	—

Likes: 1, E, Ka; Dislikes: Riba Re, Ra | Favorite Yu | Not good at Re, Ra

Effect: Restores 40% of TP

Acquired From the chef in Orinion (→P286) ※1 Developed: Leaf Fruit Parfait

Fruit Parfait

Dessert-type

Ingredients		
Fruits ×4	Milk	Egg
—	—	—

Likes: 1, E, Kari; Dislikes: Pa Re, Ra — | Favorite Yu | Not good at Re, Ra

Effect: Restores 50% TP

Acquisition: Developed by Rita from Crepe Development

Fisherman's Pot

Special

Ingredients		
Fish ×3 Complete	Chinese cabbage (hakusai)	Tofu
	—	—

Likes Pa | Disliked: Erif | Favorite — | Bad at: Era

Effect: Restores 5% of HP. Increases OVL gauge by 1 segment.

Acquisition: Sub-event "Let's Make a Signature Dish" (→P320) Development

Inugohan

Dog

Ingredients		
—	—	—
—	—	—

Likes Ra | [Dislikes] — | "Good at ラ | Not good at —

Effect: Restores 1% of HP and TP.

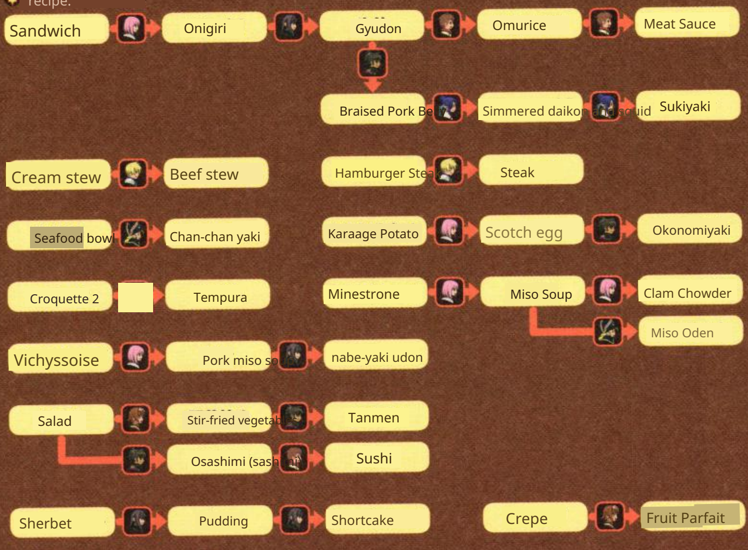
Acquisition: Cooked by Rapido ※2 Development —

※1 Until the end of the sub-event "Ornion" (→P333). If Ornion develops, the Wonder Chef will no longer be available.
※2: When Rapido performs the cooking action, it will always become "Inugohan".

C O L U M N

Keep developing dishes one after another

The most common way to obtain cooking recipes is through characters developing dishes by hand. The more recipes you have the better, so when you obtain a new recipe, start new dish development from that recipe. Actively have the characters who can develop the recipes perform the cooking. By referring to the dish development branching chart below, you should be able to proceed with development efficiently.



Sandwich
Onigiri
Gyudon
Omurice
Meat Sauce
Braised Pork Belly
Simmered daikon and squid
Sukiyaki
Cream stew
Beef stew
Hamburger Steak
Steak
Seafood bowl
Chan-chan yaki
Karaage Potato
Scotch egg
Okonomiyaki
Croquette 2
Tempura
Minestrone
Miso Soup
Clam Chowder
Miso Oden
Vichyssoise
Pork miso soup
nabe-yaki udon
Salad
Stir-fried vegetables
Tanmen
Osashimi (sashimi)
Sushi
Sherbet
Pudding
Shortcake
Crepe
Fruit Parfait

*The face icons on the arrows indicate the character who performs the cooking

Title Data •

D A T A

Titles are often items that can only be obtained by meeting specific conditions. Use the data as a reference and aim to complete them.

How to Read the Title Data

■ Town Youth	Owned from the initial state	1
☐ To Re[illegible]ain ①	“No.58 Criminal Murder” ②	10 ③
☐ The Young Man Who Survived	“No.130 Fall”	10

1 The title name and checkbox. Items marked with a ★ after the name indicate that equipping the title changes the character’s costume.

②The conditions required to obtain that title. Entries with a chart number refer to sub-events occurring during that scenario, Items with names can be obtained by completing their sub-events.

3. Points needed to receive the prize for the sub-event "Rabbit Guild" (→ P308)

Yuri · Title

Title	Manpower Requirements	Title P
■ Town Youth	Owned from the initial state	1
■ The One Who Restrains Sin	"No.58 Guilty Slayer"	10
☐ The Young Man Who Was Alive	“No.130 Fall”	10
■ Knight Trainee Qualification★	“Feelings for the Knight Order” (→P334)	50
■ The Black-Robed Adjudicator★	“For Whom (1)” (→ P328)	50
■ The Holy Knight in the Heart★	“Formal Attire” (P343)	50
■ Improvised Demon King★	“Loves Drama” (P369)	30
■ Tank Topper★	“Open-Air Bath Sounds Nice (4)” (→P366)	50
■ The Town's Hope 1/2	“The Town's Hope” (P342)	100
■ Popular Chef	“Chef's Proof” (P339)	100
■ Famous Person of the Imperial Capital	"Bounty Head (1)" (P310)	30
■ Protector of Memories	"Favorite Toy (2)" (P365)	10
☐ The Strongest Black Lion on Earth	"The Endless Slash" (P352)	30
■ Treasure Getter Man	"Arijigokunin Enthusiast" (P369)	1
☐ Berserk	Win 255 battles on difficulty "HARD" or above	200
■ Item Hater	Skit "I Don't Know About Items" (-P570)	10
■ Aloha Big Brother ★	“Your Dazzling Swimsuit Appearance (1)” (→P340)	[illegible]
■ The Returned Swordsman★	“The Endless Slash” (P352)	30

Title	Acquisition Conditions	Title P
☐ The Winter Night Deliveryman★	"Border Rapid" (→P372)	50
■ Ponytailed After Bath★	“Fashionable Guild” (→P315)	1
☐ Swordsman	Owned from the initial state	10
☐ Swordmaster	Yuri reaches Lv. 20	20
☐ Sword Saint	Yuri reaches Lv.60	30
☐ Sword God	Yuri reaches Lv.100	10
■ Combo Beginner	Land a combo of 10 hits or more	1
☐ Combo Advanced	Chain a combo of 30 hits or more	30
■ Combo Master	Chain a combo of 100 hits or more	100
☐ Combo King	Chain a combo of 150 hits or more	150
■ F Striker	Succeed with Yuri's Fatal Strikes 100 times	150
■ Abyssal Black Flame★	Use the corresponding item under "Additional Content" in the Item Menu	0
■ Fedrock Squad Knight・Aspiration★		0
■ Fedrock Squad Uniform (Light) ★		0
■ Reliable Upperclassman★		0
■ Millennium Malice★		0
■ Stalwart Sword Rogue★		0
☐ Golden Blade★		0

Estelle Title

Title	Acquisition Conditions	Title P
■ Palace-Resident Healer	Owned from the initial state	1
■ Princess Candidate for Imperial Succession	“No.39 Arrest of the Downtown Youth!”	10
■ Sexy Typhoon★	“Got the Sexy Outfit” (→P326)	20
■ The princess seeking the truth	"No.59 Turmoil Breeds Turmoil"	10
■ The imperial daughter who resolves to fight	"No.131 He Who Returned"	10
☐ Elegant Waiter★	"Serving Game (1)" (→P318)	50
■ Dedicated Paramedic★	"Let's Go to the Hospital" (P335)	50

Title	Acquisition Conditions	Title P
■ Noble Princess	“Royal Blood” (P327)	100
■ Enchanting Aesthetician★	“Open-Air Bath Is Nice (4)” (P366)	50
■ Curiosity Girl	“Curious Princess” (P343)	10
■ Cordon Bleu	“Chef's Proof” (P339)	100
☐ Egg of the Märchen Maker	"The Flower's Recompense" (P329)	30
■ Great Item Maniac	"Collector's Compendium (3)" (P343)	150
■ Dramatic Actor Hero★	“Loves Drama” (P369)	30

Estelle Title (continued)

Title	Acquisition Conditions	Title P
☐ The Fighting White Nightingale	"The Endless Slash" (P352)	100
■ Genius Mage's Friend	"Promise" (P331)	0
☐ Wandering Adventure Girl	"Imperial Household Wandering Record" (P335)	30
■ Secret Magical Girl MX★	"The Endless Slash" (→P352)	50
☐ Refreshing One-piece Dress★	"Your Dazzling Swimsuit Appearance (2)" (→P340)	50
☐ Vengeful Holy Knight★	"The Endless Slash" (P352)	30
☐ Saint Night's Deliverer★	"Border Rapid" (→P372)	50
■ Healer	Possessed from the initial state	1
☐ Cleric	Estelle reaches Lv. 20	10
■ Priestess	Estelle reaches Lv. 60	20

Title	Acquisition Conditions	Title P
■ Hybris Tess	Estelle reaches Lv.100	30
■■ F Angel	Perform 100 successful Fatal Strikes with Estelle	150
☐ Yulia's Successor★	Use the corresponding item in the "Add-On Content" section of the item menu	0
■ Playing Fedrock Squad★		0
■ School Madonna★		0
☐ Saint of the Atamoni Order★		0
☐ Light Green Valkyrie★		0
☐ Royal Heart★		0

Rapiido Title

Title	Acquisition Conditions	Title P
■ Dog Who Goes on a Journey	Owned from the initial state	1
■ Dog Who Knows Sin	"No.58 Criminal Murder"	10
■ Caring Comrade	"No.121 The Imperial City's Disappearance"	10
■ Great Boss	"Path to the Great Boss" (P336)	100
■ Hard-Boiled Dog	"Rapido's Owner" (→P336)	30
☐ Dog of Fateful Rivalry	"Reunion with the Big Boss" (P311)	30
■ Sharp Silver Pure Fang King	"The Endless Slash" (P352)	100
■ Fond of Children	"Fond of Children" (P323)	30
☐ Absolute Dog Knight	"Rapido's Lineage (2)" (P338)	30
☐ Shy Diving Dog★	"Your Dazzling Swimsuit Appearance (1)" (→P340)	1
■ Beast-boy-clad Dog★	"The Endless Slash" (→P352)	30
■ Forest Ravi Pine★	"Open-Air Bath Is Nice (4)" (P366)	50
■ Delivery Dog on the Snow★	"Border Rapid" (→P372)	50

Title	Acquisition Conditions	Title P
☐ Daijo	Owned from the initial state	1
■ Dog Hero	Rapiido reaches Lv. 20	10
■ Large	Rapido reaches Lv. 60	20
■ Inugami	Rapido reaches Lv. 100	30
■ Century's Great Thief	Succeed with the skill "Roper Item" 100 times	150
☐ F Dog	Perform 100 successful Fatal Strikes with Rapido	150
■ Right Hand of the Chief★	Use the corresponding item under "Additional Content" in the Item Menu	0
■ General of Census★		0
☐ Fleet-Footed Ba		0
■ Swift as the Gale★		0

Karol Title

Title	Acquisition Conditions	Title P
■ Boy Demon Hunter	Owned from the initial state	1
■ Leader of the Valiant Morning Star	"No.60 New Guild Formed!"	10
☐ Worried Boy	"No.92 A Great Star Falls"	10
☐ Bravely with a Full Heart	"No.117 Threat Beneath the Ice"	10
■ I'm a Girl★	"Got the Sexy Outfit" (→P326)	50
☐ Lunch Duty★	"Meal Serving Game (1)" (P318)	50
☐ Sparkling Supporting Grunt★	"Loves Theater" (→P369)	30
■ Guild's Head Cook	"Chef's Proof" (P339)	100
■ Toweler★	"Open-Air Bath Is Nice (4)" (P366)	30
■ Golden Warrior Who Conquers the High Peak★	"Power to Protect" (→P340)	50
■ Young Tiger Wielding a Heavy Fist	"The Endless Slash" (P352)	100
■ Warehouse Master★	"Organizing the Storage" (P348)	100
■ A Man's Back	"Monster Compendium (2)" (→P343)	150
■ Sleepless Boy	"As the Boss" (P316)	30
■ The Brave, Unfinished Greatsword★	"Gigant Monster Defeat" (P344)	30
☐ Energetic Beach Boy★	"Your Dazzling Swimsuit Appearance (1)" (→P340)	1
■ Red Dual Swords★	"The Endless Slash" (P352)	30
☐ Little Knight★	"The Team Battle" (P360)	1
■ Cold Night Delivery Reindeer★	「Border Rapid」 (P372)	50
■ Black Tights★	"Hot Spring Part-time Job Again (2)" (P366)	1
■ Frog Boy★	"Fashionable Guild" (→P315)	1

Title	Acquisition Conditions	Title P
☐ Frog Girl★	"Fashionable Guild" (P315)	1
■ Frog After-Bath★	"Fashionable Guild" (→P315)	1
■ Frog Golden Warrior★	"Fashionable Guild" (→P315)	1
■ Frog Hands★	"Fashionable Guild" (→P315)	1
■ Frog Lunch Duty★	"Fashionable Guild" (→P315)	1
■ Frog Detective★	"Fashionable Guild" (→P315)	1
■ Frog Young Master★	"Fashionable Guild" (P315)	1
■ Stylish Forelock Boy★	"Fashionable Guild" (→P315)	1
■ Little Golden Knight★	"Fashionable Guild" (→P315)	1
■ Determined Fighter	Owned from the initial state	1
■ Energetic Fighter	Karol reaches Lv.20	10
■ Energetic Fighter	Karol reaches Lv.60	20
■ Shiny Shiny Fighter	Karol reaches Lv.100	30
■ Piyo Piyo Man	Karol becomes incapacitated 100 times	1
☐ F Attacker	Perform 100 successful Fatal Strikes with Karol	150
■ Errand Runner. Someday the Chief★	Use the corresponding item under "Additional Content" in the Item Menu	0
■ General of the Kalegia Kingdom Regular Army★		0
■ Dreaming Dark Traveler★		0
☐ Brave Vesperia★		0

●Title Data

Rita Title

Title	Acquisition Conditions	Title P
■ Genius Girl	Owned from the initial state	1
■ Dislikes pseudoscience	"No.68 Ghost Ship Drifting in the Fog"	10
☐ Seeker of spirits	"No.135 Star-Biter, Awakening"	10
■ Neko-Neko Waiter★	"Meal Serving Game (1)" (P318)	50
■ Seeker of the Way★	"The Path of the Mage is Endless" (→P339)	30
☐ Chemical Chef	"Chef's Proof" (P339)	100
■ Dr. Mishika's Degree★	"Doctorate" (P369)	30
■ The Princess's Close Friend	"Promise" (P331)	50
■ New Dice Master	「Dice Game」 (P307)	30
■ Sharp-Aimed Sorcery	"The Endless Slash" (P352)	100
■ Bewildering Princess★	"Loves Drama" (P369)	30
■ Just Out of the Bath ★	「Open-Air Bath is Nice (4)」 (→P366)	50
☐ Casual Waterside Girl★	"Your Dazzling Swimsuit Appearance (2)" (→P3	50

Title	Acquisition Conditions	Title P
☐ Mood-maker with amnesia★	"The Endless Slash" (→P352)	30
■ Woof-Woof Pajama-wearer★	「Border Rapid」 (P372) →	50
☐ Mage	Owned from the initial state	1
☐ Archmage	Rita reaches Lv. 20	10
☐ A prodigious genius mage	Rita reaches Lv.60	20
☐ Mage King	Rita reaches Lv.100	30
☐ F Sorcerer	Succeed 100 times at Fatal Strike with Rita	150
☐ Mysterious Transfer Student★	Use the corresponding item under "Additional Content" in the Item Menu	0
■ Merness Captain ★of the Guard		0
☐ 765 Production Idol Trainee ★		0
■ Force Master★		0

Raven · Titles

Title	Acquisition Conditions	Title P
■ Suspicious Old Man	Owned from the initial state	1
■ Observing Old Man	"No.65 Friendship Treaty on Hold"	10
☐ Returned Old Man	"No.110 The Knight Captain Becomes a Mobile Fortress"	10
■ Shining Star Circling the Heavens★	"Encouragement for the Schwan Squad" (P314)	50
■ Admired Chief Knight Captain★	"Chief Knight Captain" (P327)	50
■ Serving Dandysim★	"Serving Game (1)" (P318)	50
☐ Wandering Wolf with a Lazy Beard	"The Endless Slash" (P352)	100
■ Twilight Freeman	"A Smooth-Talking Man (2)" (P310)	30
■ Topknot Gamer	'Tales of Dorasbi' (→P369)	10
☐ Day-off Cook	'Proof of a Chef' (P339)	100
■ Philanthropism (female-only)	Loves Women (2) (→P317)	30
■ Head Clerk Old Man★	「Open-Air Bath is Nice (4)」 (→P366)	50
■ Rumored Summer Guy★	"Your Dazzling Swimsuit Appearance (1)" (→P340)	

Title	Acquisition Conditions	称号P
■ Ace Hitman★	"The Endless Slash" (P352)	30
■ Gentlemanly Conduct★	「Border Rapid」 (P372)	50
■ Dapper Bangs Old Man★	"Fashionable Guild" (→P315)	1
■ Trickster	Owned from the initial state	1
☐ Ranger	Raven reaches Lv. 20	10
■ Double Standard	Raven reaches Lv. 60	20
■ Superstar	Raven reaches Lv. 100	30
☐ F Old Man	Achieve 100 Fatal Strike successes with Raven	150
■ Rumored Rogue Teacher★	Use the corresponding item under "Additional Content" in the Item Menu	0
■ Chief Commander of the Oracular Shield Knights★		0
☐ Iron Fist King★		0
☐ Dark Glorious★		0

Judith - Titles

Title	Acquisition Conditions	Title P
■ Magitech Hunter	Owned from the initial state	1
■ Illicit Fluffy Girl ★	"Get the Sexy Outfit" (P326)	50
■ Considerate Woman	"No.76 Oasis of Scorching Winds"	10
☐ Guardian of Tru	No.103 The Town Where Recluses Gather	10
■ Into the Sky★	"Paul Race (2) (P370)" →	50
■ Glamorous Maid★	"Meal Serving Game (1)" (P318)	50
■ Legendary Gambler★	"Gambling Life" (→P368)	50
■ Chef Mother	"Chef's Proof" (P339)	100
■ Reception★Girl	「Open-Air Bath is Nice (4)」 (→P366)	50
☐ Poker Face	"The Casino Is a Good Place" (→P368)	30
■ Azure Roaring Thunder Dragon	"The Endless Slash" (P352)	100
■ Super Dragon Rider	"Baul Race (1) (P370) →	30
☐ Barely Black Bikini★	"Your Dazzling Swimsuit Appearance (2)" (→P3	200
■ Wandering Miser★	"The Endless Slash" (P352)	30
■ Pure White Flying Dragon Tamer★	"Fashionable Guild" (→P315)	1

Title	Acquisition Conditions	Title P
■ Invitation to a Glamorous Night★	「Border Rapid」 (P372) →	50
☐ Elegant Maiden ★	"Hot Spring Part-Time Job Again (1)" (→P366)	
■ Chic Ponytail ★	"Fashionable Guild" (→P315)	1
■ Fluffy Maid★	"Fashionable Guild" (→P315)	1
☐ Beauty Lancer	Owned from the initial state	1
■ Great Lancer	Judith reaches Lv. 20	10
■ Dragoon	Judith reaches Lv. 60	20
■ Hydragoon	Judith reaches Lv. 100	30
■ F Lancer	Successfully perform Fatal Strike 100 times with Judith	150
■ Beloved School Nurse★	In the Items menu "Additional Content" Use the corresponding item	0
■ Vengeful Half-Elf★		0
☐ Strategic Multipurpose Control Unit★		0
☐ Dragonic Lancer★		0

Flen Title

Title	Manpower Requirements	Title P
■ Imperial Knight Corps Squad Leader ※1	Owned from the initial state	1
■ Imperial Knight Corps Captain ※2	"No.106 The Knight Commander's Confession"	10
■ The Rushing Childhood Friend ※1	"No.55 The Tower Standing in the Gale"	10
■ Eternal Rival ※2	"No.106 The Knight Commander's Confession"	10
☐ Best Friend Ever ※2	"No.150 The City Aflame with Hope"	10
■ Technical Diver★	"Your Dazzling Swimsuit Appearance (1)" (P340)	10
☐ A Gentleman's Taste	「Border Rapid」 (P372)	50
■ Heir of Kind Swordsmanship★	"The Endless Slash" (P352)	30
☐ Prince Hansode★	「Open-Air Bath is Nice (4)」 (→P366)	50
■ Ideal Captain of the Knights★	"A New Knight Order is Born!" (→P334)	50
■ The Slums' Hope 1/22	"The Slums' Hope" (P342)	100
■ The White Pegasus Upholding Righteousness ※2	"The Endless Slash" (P352)	30
■ Bearer of Chivalry ※2	"On Chivalry" (P322)	50
■ Lord of the Night ※2	"Lord of the Night" (P323)	100

Title	Acquisition Conditions	Title P
☐ Mysterious Chef ※2	"Proof of the Cook" (P339)	100
■ Captain ※1	Owned from the initial state	1
■ Colonel ※1	Flen reaches Lv.20	10
☐ General ※2	Flen reaches Lv.60	20
■ Load ※2	Fren reaches Lv.100	30
■ F Knight ※2	Successfully land 100 Fatal Strikes with Fren	150
☐ Lorelei's Swordsman★	Use the corresponding item under "Additional Content" in the Item Menu	0
■ Fedrock Unit Knight · Satoshi★		0
■ Ideal Student Council President ★		0
☐ Masked Inquisitor ★		0
☐ Dreaming Pianist Poet ★		0
■ Archlord ★		0

※1……Wear the armor of an Imperial Knight Corps squad leader ※2……Wear the armor of an Imperial Knight Corps captain

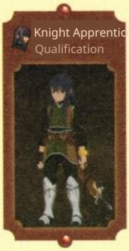
Patti Title

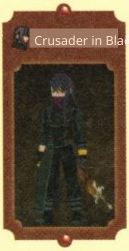
Title	Manpower Requirements	Title P
■ Unpalatable Adventurer	Owned from the initial state	1
■ Girl without memories	"No.75 Cave Where Ael Cries"	10
■ Girl who does not cry	"No.81 When the Clear-Time Artifact Breaks"	10
■ Girl Troubled by the Truth	"No.99 The Tomb Deep Inside the Cave"	10
☐ Girl Wet with Tears	"No.145 The Girl's True Identity"	10
■ Southern Rainbow Straw-Hatted Girl★	"Your Dazzling Swimsuit Appearance (2)" (P340)	50
■ That White Guy★	"Border Rapid" (→P372)	50
■ Unfailing Guardian★	"The Limitless Slash" (P352)	30
■ Amazing Chef★	"Renowned Cook (2) (P324)"	50
■ Heir to the Name of Great Pirate★	'Aifread's Precious Thing' (→P333)	50
☐ Glamorous Walker ★	'I Love You, Yuri (2)' (→P330)	1
☐ Second-Generation Festival Enthusiast★	"Open-Air Bath Is Nice (4)" (P366)	50
■ One Who Reached Paradise	"Mirror of Hope Mausoleum (2) (P395)"	100

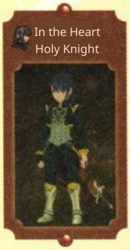
Title	Acquisition Conditions	Title P
■ Gald Searcher	"Money is important too" (P314)	30
☐ Silver shark that rules the sea	"The Endless Slash" (P352)	30
■ Supreme, Ultimate Chef	"Chef's Proof" (P339)	100
☐ Pirate Apprentice	Owned from the initial state	1
☐ Pirate	Patti reaches Lv.20	10
■ Great Pirate	Patti reaches Lv.60	20
☐ One Piece	Patti reaches Lv. 100	30
■ F Pirate	Perform 100 successful Fatal Strikes with Patti	150
■ Grandson of the Legendary Chairman★	Use the corresponding item under "Additional Content" in the Item Menu	0
☐ Hero of Cruxis★		0
■ Hero of the Drill World★		0
☐ Pirate Queen★		0

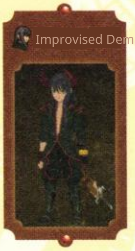
Costume

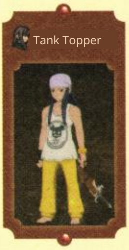
List of Variations

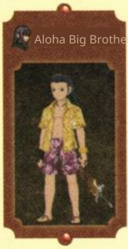

Knight Apprentice's Qualification

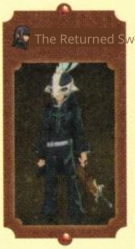

Crusader in Black

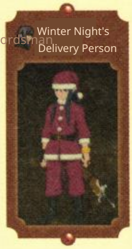

In the Heart Holy Knight

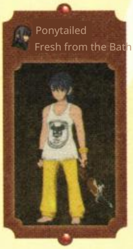

Improvised Demon King

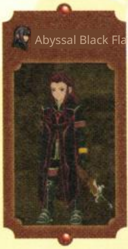

Tank Topper


Aloha Big Brother


The Returned Swordsman


Winter Night's Delivery Person


Ponytailed Fresh from the Bath


Abyssal Black Flame

Fedrock 隊
Knight ・志

Fedrock Unit
Uniform (Light)

Dependable Senior

Two Thousand Years of
Malice

Stalwart Sword Rogue

Golden Bl

Sexy
"Typhoon

Elegant
Waiter

Single-minded
Comedic medical staff

Enchanting
Beautician

Actor Hero

Secret
Magical Girl MX

Refreshing
One Piece

"Avenging Holy Knight

Holy Night Delivery Girl

Yuria's
Successor

Fedrock Squad
Play (pretend)

School Madonna

Atamoni Divine Order
The Holy Maiden of

War of Young Grass (Wakakusa-iro no Ikusa)
Maid

Royal
Heart

Shy
Diving Dog

of the demi-beast boy
Clothed Dog

Forest Rabi-Matsu

On the Snow
Delivery Dog

The Chief's Right Hand

Census's
General

Fleet-Footed Base Stealer

Swift as the Wind, Sudden as Thunder

Ema a Girl

Lunch Server

Gleaming Supporting Character

Toweler

Golden Warrior Who Controls a High Head

Warehouse Master

Valiant Unfinished Greatsword

By the Seaside Energetic Boy

Red Dual Wielder

Little Knight

Delivery Reindeer on a Cold Night

black tights

Frog Boy

Frog Girl

Frog-like Fresh-from-the-bath

Frog-like X Golden Warrior

Frog-like Gauntlets

Frog-like Lunch-duty

Frog-like Detective

Frog-like Young Master

Chic Forelock Boy

Small Golden Knight

Errand-boy. Someday General

General of the Kalegia Kingdom Regular Army

Dreamer Black Traveler

Brave Vesperia

Neko Neko Waiter

Seeker

Dr. Mishika

Number One Troubled Princess

After Bath

Sarigena
Mizugi Girl

of amnesia
Mood Maker

Wanwan
Pajama Wearer

Mysterious Transfer Student

Merunesu
Captain of the Guard

765 Pro's
Idol Trainee

Force
Master

Heaven-rotating Shining Star

Beloved
Chief Knight Commander

Serving
Dandyism

Head Clerk Old Man

Summer Man of Rumor

Skilled
Hitman

Gentleman's Conduct

Chic
Forelock Guy

Rumored
Maverick Teacher

Grand Master
President of the Oracle Shield Knights

Iron Fist King

Dark Glorious

Foul Play
Fluffy Girl

Guardian of Truth

Into the Sky

Glamorous Maid

Legendary
Gambler

Reception Beauty

On the Edge
Black Bikini

Wandering
Money-grubber

Pure-white
Flying Dragon Tamer

Glamorous
Invitation to the Night

Elegant Little Beauty

Chic Ponytail

Fluffy Maid

Adored School Nurse

Vengeful Half-Elf

Strategic Multipurpose Control Unit

Dragonic Lancer

Imperial Knights Squad Leader

Imperial Knights Captain

Technical Diver

Gentleman's Etiquette

Of Gentle Swordsmanship Successor

Prince Hansode

Ideal Order Commander

Of Lorelei Swordsman

Fedrock Squad Knight Ri

Ideal Student Council President

Masked Heretic Inquisitor

Dreamer Piano Poet

Arc Lord

Of the Southern Rainbow Straw-Hat Girl

That White Guy

Unfailing Bodyguard

Amazing Chef

of the Great Pirate Heir

Glamorous Walker

Festival-Loving Second Generation

Legendary Grandchild of the Chairman Hero

Of Kruxis Hero

Hero of the Drill World

Pirates Queen

● Skit Data •

DATA

All skit trigger conditions are listed by category. Check off any skits you have triggered here to confirm them.

● How to View Skit Data

Category	Title	Occurrence Conditions
Scenario 1	■ Daily Life in the Lower Town	Occurs during "No.1 Waterworks Magildevice Breaks"
	■ Yuri's View of Nobility	Occurs during "No.1 Waterworks Magildevice Breaks"
	☐ Locked in a Cell	Occurs during "No.3 Escape from the Dungeon"
	■ A Fortunate Find	Occurs during "No.5 Assassin's Attack"

① Skit category. Corresponds to Nam Islet's Skit Player V (→P368)

② Skit title and a checkbox for marking

③ Conditions to trigger the skit. If the scenario is the condition, the scenario chart No. is given; if a sub-event is the condition, the title and reference page are specified. Note that items marked "stay for a certain time" generally require staying in that location for about 5–10 minutes.

Category	Title	Occurrence Conditions
Scenario 1	■ Daily Life in the Lower Town	Occurs during "No.1 Waterworks Magildevice Breaks"
	■ Yuri's View of Nobility	Occurs during "No.1 Waterworks Magildevice Breaks"
	■ Locked Up in a Cell	Occurs during "No.3 Escape from the Dungeon"
	■ A Fortuitous Find	Occurs during "No.5 Assassin's Attack"
	■ About the Intruder Zagi (1)	Occurs during "No.5 Assassin's Attack"
	■ About Flynn	Occurs in "No.5 Assassins' Attack"
	■ The Suspicious Man Met at the Castle	Occurs in "No.6 Secret Underground Passage"
	■ Thanks to Everyone in the Lower Town	Occurs in "No.7 The Young Man of the Imperial Capital, Northward"
	☐ About the Name Estelle	Occurs in "No.7 The Young Man of the Imperial Capital, Northward"
	■ Nice to Meet You, Rapide	Occurs in "No.7 The Young Man of the Imperial Capital, Northward"
	■ On Traveling	Occurs in "No.7 The Young Man of the Imperial Capital, Northward"
	■ The Reality Outside the Barrier	Occurs in "No.7 The Young Man of the Imperial Capital, Northward"
	■ Not Good with Magic?	Occurs in "No.7 The Young Man of the Imperial Capital, Northward"
	☐ Wider than the imperial capital	Occurs in "No.7 The Capital's Youth, Northward"
	■ About Large-Scale Maneuvers	Occurs in "No.9 The Fort Rescue Drama"
	■ About the Guild	Occurs in "No.9 Rescue Drama at the Fort"
	■ Estelle's Tale of a Curse She Knows	Occurs in "No.10: The Cursed, Gasping Forest"
	■ Thanking Rapido	Occurs in "No.11 The Collapsing Girl"
	■ Is travel company?	"Occurs in 'No.12 Attack of the Demon-Hunting Boy'
	■ About the broken sword	Occurs in 'No.12 Attack of the Demon-Hunting Boy'
	■ About the barrier magic device	Occurs in 'No.13 Outcome of the Flower Town'
	■ About the Haruru Tree	Occurs in 'No.13 Outcome of the Flower Town'
	■ About the map	Occurs in 'No.12 Attack of the Demon-Hunting Boy'
	■ Karol and Repede	Occurs in 'No.12 Attack of the Demon-Hunting Boy'
	☐ Be friendly with Repede	Occurs in 'No.15 Restore the Tree'
	■ Why Nia's fruit?	Occurs in 'No.15 Restore the Tree'
	■ About the demon weapon	Occurs in 'No.16 The Girl Who Works Miracles'
	■ Found red-eyed creature at Haruru's Tree	"Occurs in 'No.16 The Girl Who Works Miracles'
	■ Who is Flynn?	"Occurs in 'No.13 Outcome of the Flower Town'
	☐ Who is Karol?	Occurs in 'No.16 The Girl Who Works Miracles'

Category	Title	Occurrence Conditions
SCENARIO 1	■ Former Knight Order	Occurs in 'No.18 The Town Hidden Beneath the Mountain'
	□ Lots of books	Occurs in 'No.18 The Town Hidden Beneath the Mountain'
	■ About Rita	Occurs in 'No.19 Aspio's Genius Mage'
	■ Please call me Estelle	Occurs in 'No.19 Aspio's Genius Mage'
	□ Ruins Exploration	"No.20 Ruins Floating on Spring Water" occurs at
	■ Impressions of the Sorcerer's Ring	"No.20 Ruins Floating on Spring Water" occurs at
	□ | Didn't you say "the castle"?	"Occurs in 'No.20 Ruins Floating on Spring Water'"
	■ About Rita's suspicion being cleared	"No.22 Thieves Aren't Scary" occurs in
	■ Who is the fleeting child?	"No.22 Thieves Aren't Scary" occurs in
	■ Will we travel with this party?	"No.23 Even a Genius Mage Joins" occurs in
	■ How old is Rita?	"No.23 Even a Genius Mage Joins" occurs in
	■ Rita and Repede	"Occurs in 'No.23 Even the Genius Magician Joins the Party'
	■ About the Revival of Trees	Occurs in 'No.24 The Magician's Curiosity'
	■ Who is Nan?	Occurs in 'No.26 Hill with a View of the Sea'
	■ About the Dragon Tamer	Occurs in 'No.26 Hill with a View of the Sea'"
	■ It seems nothing can progress without a commotion	"Occurs at 'No.26 Hill with a View of the Sea'"
	■ The value of the Barrier Magic Device	"Occurs at 'No.26 Hill with a View of the Sea'
	■ About the reunion with Flynn	'Occurs at 'No.26 Hill with a View of the Sea'"
	■ Observations on the governor's misdeeds	"Occurs at 'No.26 Hill with a View of the Sea'"
	□ Are Witchil and Rita acquaintances?	"Occurs at 'No.28 Troubled Port Town'
	■ Flynn's impressions	'Occurs at 'No.28 Troubled Port Town'"
	■ What is the authority for compulsory investigation?	Occurs in "No.30 Going to Capture Ribgaro"
	□ About Raven	Occurs in "No.30 Going to Capture Ribgaro"
	■ About the Dragon Tamer	Occurs in "No.34 Great Chaos at Ragow Manor"
	■ That was a close call	"No.36 The Small Rogue Who Evaded Punishment" occurs
	About Zagi	"No.36 The Small Rogue Who Evaded Punishment" occurs
	About Raven & Searching for Information on the Demon Core	"No.36 The Small Rogue Who Evaded Punishment" occurs
	Town Collapsed by an Earthquake	"No.36 The Small Rogue Who Evaded Punishment" occurs
	Carol Who Got Fired	Occurs in "No.37 Warning of the Demon Hunt"
	Doesn't Feel Like It Collapsed from an Earthquake	Occurs in "No.37 Warning of the Demon Hunt"
	What Is the Demon-Hunting Sword?	Occurs in "No.37 Warning of the Demon Hunt"
	About Motion Sickness from the Aeol	Occurs in "No.37 Warning of the Demon Hunt"
	□ Unknown monsters and the Demon-Hunting Sword	Occurs in "No.37 Warning of the Demon Hunt"
	■ Bakadora (or similar)	Occurs in "No.37 Demon-Hunting Warning"
	■ Karol and Nan	Occurs in "No.37 Demon-Hunting Warning"
	■ Estelle is a princess	Occurs in "No.40 All Sins Are Wiped Clean"
	■ Interrogation and various things	Occurs in "No.40 All Sins Are Wiped Clean"
	■ About Alexei	Occurs in "No.44 The Given Mission"
	■ Began calling her Estelle	Occurs in "No.44 The Given Mission"
	■ Rita's change of heart	Occurs in "No.44 The Given Mission"
	■ What on earth is going on in this town?	Occurs in "No.45 The Guild's Den"
	■ What is Flen here for?	Occurs in "No.45 The Guild's Den"
	■ Dungrest, the Guild Town	Occurs in "No.45 The Guild's Lair"
	□ Who is Don?	Occurs in "No.45 The Guild's Lair"
	□ Raven, totally suspicious	Occurs in "No.47 The Great Forest Sleeping in Emerald"
	■ The Mysterious Man Deep in the Forest	Occurs in "No.49 The Silent Eal"
	■ About Don	Occurs in "No.49 The Silent Eal"
	■ Raven, Suspicious to the End	Occurs in "No.49 The Silent Eal"
	■ Don Whitehorse	Occurs in "No.49 The Silent Aerl"
	□ Frenpinch & Conspiracy	Occurs in "No.50 A Letter from an Imperial Candidate"
	■ Fren & Don's Schemes & The Mastermind?	Occurs in "No.51 Crystal of Friendship"
	■ The Overexcited Old Man	Occurs in "No.52 The Quiet Underground Sewers"
	■ Union Contract	Occurs in "No.53 The Inscribed Underground Vow"
	■ Judith's Armor	Occurs in "No.54 The Cornered Mastermind"

Skit Data

Category	Title	Occurrence Conditions
Scenario: About the Tower of Gasfalost	☐ I'm glad we were able to regroup & About Judith	Occurs during "No.55 The Pavilion Standing in the Gale"
	■ Rapido and Judith	Occurs during "No.55 The Pavilion Standing in the Gale"
	☐	In "No.55 The Pavilion Standing in the Gale," remain on floors 4–6 of Gasfalost for more than 7 minutes
	■ Chasing Balbos	Occurs during "No.55 The Pavilion Standing in the Gale"
	■ An Unfamiliar Atmosphere	Occurs during "No.55 The Pavilion Standing in the Gale"
Scenario 2	■ One Thing After Another — What on Earth Is This?	Occurs during "No.58 Execution of the Guilty"
	☐ About the monsters that attacked Dungerest	"No.59 Troubles beget troubles" occurs in
	Testimony of a witness	"No.59 Troubles beget troubles" occurs in
	■ Establishing the Guild	"No.59 Troubles beget troubles" occurs in
	☐ The monster spoke!	"No.59 Troubles beget troubles" occurs in
	■ Is Dungrest all right?	"No.60 A New Guild Formed!" occurs in
	■ Hercules is amazing	"No.60 A New Guild Formed!" occurs in
	■ Guild's goal	"No.60 A New Guild Formed!" occurs in
	■ A new journey	"No.60 A New Guild Formed!" occurs in
	■ Is Rapido also a guild member?	■ Occurs in "No.60 Formation of a New Guild!"
	☐ The princess's momentous decision	■ Occurs in "No.62 How to Make a Lovely Dress: Seduction" when Estelle is chosen
	☐ Like Judith	■ Occurs in "No.62 How to Make a Lovely Dress: Seduction" when Judith is chosen
	■ Am I cute?	■ Occurs in "No.62 How to Make a Lovely Dress: Seduction" when Karol is chosen
	■ Uncomfortable Outfit	■ Occurs when Yuri is chosen in the disguise in "No.63 The Reality of a New City"
	■ It might have suited (me) fairly well	■ Occurs when Karol is chosen in the disguise in "No.63 The Reality of a New City"
	■ Rita appears here	■ Occurs in "No.63 The Reality of a New City"
	■ How Yeager speaks	■ Occurs in "No.64 Liberation from Tyranny"
	■ Raven's thoughts	■ Occurs in "No.64 Liberation from Tyranny"
	■ Kyomor and Yeager are both snobby!	■ Occurs in "No.64 Liberation from Tyranny"
	☐ These are the members of the guild!	■ Occurs in "No.64 Liberation from Tyranny"
	■ The voyage has a dangerous aura	Occurs in "No.66 Beware of the Fishman"
	☐ Fun of the ghost ship	"No.68 The Ghost Ship Drifting in the Mist" — occurs when Estelle is sent with the advance party
	■ Step back a little	"No.68 The Ghost Ship Drifting in the Mist" — occurs when Karol is sent with the advance party and Estelle is not participating
	■ Things didn't turn out as expected	"No.68 The Ghost Ship Drifting in the Mist" — occurs when Judith is sent with the advance party and Estelle and Karol are not participating
	■ The old man's duty	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	■ Estelle talking to herself	Occurs in "No.68 The Ghost Ship Drifting in the Mist" when Estelle is party leader
	■ I'll save you	Occurs in "No.68 The Ghost Ship Drifting in the Mist" when Karol is party leader
	■ I'll complain about it	Occurs in "No.68 The Ghost Ship Drifting in the Mist" when Rita is party leader
	■ Judith, full of curiosity	Occurs in "No.68 The Ghost Ship Drifting in the Mist" when Judith is party leader
	■ It's bothersome, and eventually amusing	Occurs in "No.68 The Ghost Ship Drifting in the Mist" when Raven is party leader
	☐ More than a remora	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	☐ Maiden's heart	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	■ Brave Karol?	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	☐ He has sharp intuition	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	■ Searching for treasure	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	☐ After all, everyone together is reassuring	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	■ About the box	Occurs in "No.69 The Mysterious Little Box"
	■ Skull monster	Occurs in "No.68 The Ghost Ship Drifting in the Mist"
	■ About Belius	Occurs in "No.70 The Town Where the Warrior's Song Resounds"
	■ Iffrit	Occurs in "No.73 A Small Problem at the Arena"
	■ About Ragi	Occurs in "No.73 A Small Problem at the Arena"
	■ About the current disturbance	Occurs in "No.74 Decisive Battle! Arena"
	■ Amnesia !?	Occurs in "No.74 Decisive Battle! Arena"
	■ A monster ate the Aearl!	Occurs in "No.74 Decisive Battle! Arena"
	■ About Aearl Cleene	Occurs in "No.75 The Aearl-Sprouting Cave"
	■ About Yeager	Occurs in "No.75 The Aearl-Sprouting Cave"
	■ About the Knights	Occurs in "No.76 Oasis of Blowing Hot Winds"

Category	Title	Occurrence Conditions
Scenario 2	■ About the Desert	Occurs in "No.77 Determination to Enter the Desert"
	☐ Desert Journey	"No.79 The Place Where Cacti Grow" occurs
	■ Patty and Lapido	"No.79 The Place Where Cacti Grow" occurs
	■ Where's the treasure!	"No.79 The Place Where Cacti Grow" — stay in the Cogol Desert for more than 7 minutes
	■ Oden	"No.79 The Place Where Cacti Grow" occurs
	■ About the couple	"No.79 The Place Where Cacti Grow" occurs
	■ More of a fiend than a monster?	"No.80 The Passed-Down Utopia" occurs
	■ About not being able to meet the fellow	"No.80 The Passed-Down Utopia" occurs
	☐ Yormgen is a strange town	"No.80 The Passed-Down Utopia" occurs
	■ About the Clear Time artifact	"No.81 When the Clear-Time Item Breaks" occurs
	■ About the Duke	"No.81 When the Clear-Time Item Breaks" occurs
	■ About the state of this town's knight corps	"No.82 Thwart the Tyranny" occurs
	■ The mystery of the Cogol Desert	"No.82 Thwart the Tyranny" occurs
	■ Kyumor is missing	"No.83 Knight of Tyranny, Disappeared?" occurs
	■ About Flynn 2	"No.83 Knight of Tyranny, Disappeared?" occurs
	■ About the Blockade Operation	"No.83 Knight of Tyranny, Disappeared?" occurs
	■ The Old Man's Promise	"No.83 Knight of Tyranny, Disappeared?" occurs
	☐ Regarding the Investigation of Ealcrene	"No.83 Knight of Tyranny, Disappeared?" occurs
	■ The Knights and the Demon Hunters' Objective	"No.86 Meeting with the Leader" occurs
	■ About Belius's Death	"No.86 Meeting with the Leader" occurs
	■ Judith's True Identity	"No.87 Turmoil in the Arena City" occurs
	☐ The Crisis of the Party Falling Apart	"No.87 Turmoil in the Arena City" occurs
	■ Regarding the Guild's Clash	"No.88 Drift of the Fiertia" occurs
	■ I Want to See Don	"No.88 Drift of the Fiertia" occurs
	■ Don, Don't Be Hasty	"No.89 The Aged Hero" occurs
	■ Judith in Danger	Occurs in "No.89 The Aged Hero"
	■ Lifelike Replica	Occurs in "No.92 The Falling Great Star"
	■ About Don's Final Moments	Occurs in "No.92 The Falling Great Star"
	■ Words of Vow	Occurs in "No.93 The Mountain Where Dragons Live"
	■ Raven's Thoughts	Occurs in "No.93 The Mountain Where Dragons Live"
	■ About the Human-Demon War	Occurs in "No.93 The Mountain Where Dragons Live"
	■ The Demon-Hunting Sword Is Getting Annoying	Occurs in "No.94 Heading for the Summit"
	☐ City of Critia	Occurs in "No.94 Heading for the Summit"
	■ Judith and the Future	"Occurs in 'No.94 Heading to the Summit'"
	"■ About the fellow"	"Occurs in 'No.95 The Bird That Lives in the Desert'"
	"■ Judith's communication (communication)"	"Occurs in 'No.95 The Bird That Lives in the Desert'"
	"■ About the progenitor's overseer"	"Occurs in 'No.95 The Bird That Lives in the Desert'"
	"■ About the fellow's words"	"Occurs in 'No.96 The Truth of the Child of the Full Moon'"
	"■ Reconciliation with Judith"	"Occurs in 'No.96 The Truth of the Child of the Full Moon'"
	"■ Judith's thoughts"	"Occurs in 'No.96 The Truth of the Child of the Full Moon'"
	"■ Confidant	"Occurs in 'No.96 The Truth of the Child of the Full Moon'"
	■ Silly conversation"	Remain in the Egosaw Forest for more than 7 minutes during "No.97 Kritia, the Guide"
	■ About the Kritia Tribe	Occurs during "No.97 Kritia, the Guide"
	■ Rita and Estelle	Occurs during "No.97 Kritia, the Guide"
	☐ Judith's childhood	Occurs during "No.102 The Mysterious Shadow That Covers the Sky"
	■ The Kritia tribe, go meet them	Occurs during "No.102 The Mysterious Shadow That Covers the Sky"
	■ About the legend	Occurs during "No.104 The Harbinger of Calamity"
	■ The two who disappeared	Occurs during "No.104 The Harbinger of Calamity"
	■ Alexei Must Not Be Forgiven	Occurs during "No.106 The Captain of the Knights' Confession"
	■ Cooperate with the Progenitor's Chief Servant	Occurs during "No.106 The Captain of the Knights' Confession"
	■ Alexei's Plot	Occurs during "No.106 The Captain of the Knights' Confession"
	☐ | Progenitor's Chief Servant Astal	Occurs during "No.107 Monsters VS Mobile Fortress"
	■ The Sacred Core Is in Alexei's Hands	Occurs in "No.107 Monsters VS Mobile Fortress"
	■ The Truth Behind Kados' Blockade	Occurs in "No.107 Monsters VS Mobile Fortress"

Skit Data

Category	Title	Occurrence Conditions
Scenario 2	■ Patty's Encouragement	Occurs in "No.107 Monsters VS Moving Fortress"
	■ Tense Mood	Occurs in "No.107 Monsters VS Moving Fortress"
	■ Who Exactly Is Duke?	Occurs in "No.108 The Abode of the Sublime"
	■ Estelle Is Absolutely...	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	■ Could Raven Really...?	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	■ Patty's Anguish	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	■ About the Royal Guard	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	■ How to Address / Names	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	□ Moving Fortress Hercules	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	□ Traveling with Flan	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	■ Which is true?	Occurs in "No.110 The Captain of the Knights on the Moving Fortress"
	■ About Zagi	Occurs in "No.110 The Knight Commander Is on the Mobile Fortress"
	■ About the Sea Beast's Claw	Occurs in "No.110 The Knight Commander Is on the Mobile Fortress"
	■ Alexei and Hercules	Occurs in "No.110 The Knight Commander Is on the Mobile Fortress"
	■ What is a Star-Eater?	Occurs in "No.110 The Knight Commander Is on the Mobile Fortress"
	■ Glad Zaphias survived	Occurs in "No.112 Mobile Fortress Stops"
	■ What Estelle was about to say	Occurs in "No.115 To the Capital via the Northern Route"
	■ Worried about Baul	Occurs in "No.115 To the Capital via the Northern Route"
	■ Effects of the Alexei incident	Occurs in "No.115 To the Capital via the Northern Route"
	□ Is the World Becoming Hard to Live In Due to Alexei's Rampage?	Occurs in "No.115 To the Capital via the Northern Route"
	■ Zopher Iceblade Sea	Occurs in "No.115 To the Capital via the Northern Route"
	■ The port town has improved	Occurs in "No.115 To the Capital via the Northern Route"
	■ Cannot pass through Efmid Hill	Occurs in "No.115 To the Capital via the Northern Route"
	■ Praise Karol's effort	Occurs in "No.117 Threat Beneath the Ice"
	■ If you are going to head there	Occurs in "No.117 Threat Beneath the Ice"
	■ Is Karol Okay?	Occurs in "No.117 Threat Beneath the Ice"
	■ At first when I came to Halru, and now myself	Occurs in "No.118 A City That Welcomes the Imperial Capital"
	■ Yuri, is something wrong?	Occurs in "No.118 A City That Welcomes the Imperial Capital"
	■ We're in this together	Occurs in "No.121 Disappearance of the Imperial Capital"
	■ Is the world now beyond even a moment's reprieve?	Occurs in "No.121 Disappearance of the Imperial Capital"
	■ Yodel's intervention	Occurs in "No.121 Disappearance of the Imperial Capital"
	■ Worries about Estelle	Occurs in "No.121 Disappearance of the Imperial Capital"
	■ Entrusted feelings	Occurs in "No.121 Disappearance of the Imperial Capital"
	■ The knights' struggle	Occurs in "No.121 The Capital's Disappearance"
	■ Yuri has changed a bit, hasn't he?	Occurs in "No.123 The Storm That Envelops the Capital"
	■ I'm glad the townspeople of the lower town are safe	Occurs in "No.124 Familiar Faces"
	■ Estelle again	Occurs in "No.126 Shattered Ambitions"
	■ Paul's Resurrection	Occurs in "No.126 Shattered Ambitions"
	■ Do Not Touch Zade	Occurs in "No.126 Shattered Ambitions"
	□ The Captain's Dignity	Occurs in "No.126 Shattered Ambitions"
	■ As Shuvan	Occurs in "No.126 Shattered Ambitions"
	■ Sodia and Wichir	Occurs in "No.126 Shattered Ambitions"
	■ Thanks to Yodel	Occurs in "No.126 Crushed Ambition"
	■ Regarding the Final Battle with Alexei	Occurs in "No.126 Crushed Ambition"
	■ About Fellow Assistance	Occurs in "No.126 Crushed Ambition"
	■ Technology of the Ancient Geraeos Civilization	Occurs in "No.127 Infiltration of the Sea Temple"
	■ Defeat Alexei!	Occurs in "No.128 Beyond the Interference"
	■ Fate of the Sea Beast's Claw	Occurs in "No.128 Beyond the Interference"
	■ Movement of the Sea Beast's Claw	Occurs in "No.128 Beyond the Interference"
	■ Defeat Alexei	Occurs in "No.128 Beyond the Interference"
	■ Beautiful Star	Occurs in "No.128 Overcoming the Interference"
Scenario 3: On the Revival of the Star-Eater	□ Matters from Zoude	Occurs in "No.130 The Fall"
	□	Occurs in "No.131 He Who Returned"
	■ Patty's Treasure Hunt	Occurs in "No.131 He Who Returned"

Category	Title	Occurrence Conditions
Scenario 3	■ Glad Yuri Is Safe — Female Version	Occurs in "No.132 DanGlrest Is Home"
	■ Rita's Research	Occurs in "No.132 DanGlrest Is Home"
	■ Secret Yuri 1	Occurs in "No.132 DanGlrest Is Home"
	■ Glad Yuri Is Safe — Male Version	Occurs in "No.133 What Was Left to Humanity"
	■ What Don Left Behind	Occurs in "No.133 What Was Left to Humanity"
	■ Secret Yuri 2	Occurs in "No.133 What Was Left to Humanity"
	■ About Estelle's Power Restriction Release	Occurs in "No.134 The Source That Nurtures Spirits"
	■ About the Full Resurrection of the Star-Eater	Occurs in "No.135 Star-Eater, Awakening"
	■ The Threat of the Star-Eater	Occurs in "No.136 Crisis in the Colosseum City"
	■ A Ray of Hope for Her Control	Occurs in "No.138 Flame's Resolution"
	■ About the Birth of the Spirit	Occurs in either "No.138 Flame's Resolution" or "No.140 Birth of the Earth Spirit"
	■ Fellow's Feelings	Occurs in "No.138 Flame's Resolution"
	■ About the Demon Hunting Sword	Occurs in "No.138 Flame's Resolution"
	■ About Gussios → Gnome	Occurs in "No.138 Flame's Resolution"
	■ About the Words of the Sylph	"No.142 The Spirits' Old Tale" occurs
	■ Gussios' Crystallization	"No.142 The Spirits' Old Tale" occurs
	☐ Gushios' Sacrifice	"No.142 The Spirits' Old Tale" occurs
	☐ The Four Great Spirits have gathered	"No.143 Spiritification, and Then" occurs
	☐ Quiet Determination	"No.143 Spiritification, and Then" occurs
	☐ Rene's Crisis	Occurs in "No.147 Friend's Crisis"
	■ As Ifrit	Occurs in "No.147 Friend's Crisis"
	■ Proof of the Great Pirate	Occurs if the sub-event "Mōkyō's Tomb (1)" (→P395) has not been viewed during "No.147 Friend in Peril"
	■ To Sodia: Yuri	Occurs in "No.148 United Hearts"
	■ Regarding the World Transformation Notice	Occurs in "No.151 To the Ancient Tower"
	■ About the state of the Union	Occurs in "No.149 To Defeat the Star-Spouter"
	■ About the state of the Hall of Warriors	Occurs in "No.149 To Defeat the Star-Eater"
	■ Determination for the final battle — Men's edition	Occurs in "No.151 To the Ancient Tower"
	■ Determination for the final battle — Women's edition	Occurs in "No.151 To the Ancient Tower"
	■ About Ornion's vigor	Occurs in "No.151 To the Ancient Tower"
	■ Toward the Final Battle	Occurs in "No.151 To the Ancient Tower"
	■ About Ancient Civilizations	Occurs in "No.151 To the Ancient Tower"
	■ Zagi's Final Moments	Occurs in "No.153 The Assassin's End"
	■ About Zagi 2	Occurs in "No.153 The Assassin's End"
Combat	■ Daily Accumulation	Occurs when Estelle is present by No.87 and all party members are at least level 30
	☐ Unstoppable Victorious Advance	Occurs after No.61 when all companions are present and all party members are at least level 60
	■ The Strongest Guild	Occurs after watching the skit "Unstoppable Triumph" when all companions are present and all party members are at least level 100
	■ Mindset for Combat	No.8-No.14 only. Encounter 40 times or more.
	■ The Significance of Monsters' Existence	After watching the skit "Prepared for Battle," when all companions are present from No.22 onward, encounter 400 times or more.
	■ Listeru!? (Ristel!?)	When Estelle is present, set the controllable character to Rita and fly during battle using the skill "Levitation."
	☐ Relationship of Trust	When Estelle and Rita are present, equip Rita with the Rapide skill "Item Throw" and use items on allies.
	■ Flame of Battle	When Estelle, Rita, and Judith are present, flee from a Gigant Monster.
	■ Yuri's True Feelings	When Estelle and Karol are present, defeat one Gigant Monster.
	■ Karol's Companion	After watching the skit "Yuri's True Feelings," when Estelle, Karol, Rita, and Judith are present, defeat three Gigant Monsters.
	■ Accept Victory Honestly	After watching the skit "Karol's Partner," when all companions except Flynn are present, defeat all Gigant Monsters.
	■ Enlightenment	When Karol and Raven are present, use Yuri's Mystic Arte "Tide Wolf Shadow Formation" for the first time
	■ Somehow	When Rita is present, use Estelle's Mystic Arte "Sacred Blaze" for the first time.
	■ Karol's Growth	Use Karol's Mystic Arte "Gouha Renzan Impact" for the first time
	☐ Ah, th-thanks	Use Rita's Mystic Arte "Ancient Catastrophe" for the first time while Estelle is present

● Skit Data

Category Title		Occurrence Conditions
Battle Sta	■ Strain on the Heart	Use Raven's Mystic Arte "Plast Heart" for the first time after No. 111
	■ Let's Make It Flashy	While able to ride a Baul, use Judith's Mystic Arte "Kouka Getsu Shousen" for the first time
	■ Naming	When Karol, Rita, and Raven are present, use Rapido's Mystic Arte "Zan!!" for the first time
	■ Aiming for Even Greater Heights	Use Flynn's Mystic Arte "Light Dragon Destruction Fang Spear" for the first time when Estelle is present from No.115
	■ The Appeal of Being Casual	Use Patty's Mystic Arte "Summon Friends" for the first time when Estelle, Karol, and Rita are present from No.115 onward.
	■ Yuri Dual Wielding?	When Estelle, Karol, and Judith are present, control Yuri equipped with an axe and use Artes whose effects change (Explosive Formation, Circular Flash Fang).
	■ I'm Glad We Won	Using Yuri, clear the subevent "The Endless Slash" (→P351) The 100-Man Slash.
	■ The Young Man's Joy of Victory	Using Yuri, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	■ The Princess's Sorrow and Joy	Using Estelle, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	■ The Boy's Bewilderment	Using Karol, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	■ The Genius Mage Girl's Sudden Change	Using Rita, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	■ Old Man, Into a Dream	Using Raven, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	☐ A Maiden's Little Worry	Using Judith, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	■ Dog, The Philosophy of Battle	Using Rapido, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	■ Reborn: Fang of the Sea Spirit	Using Patty, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	☐ It's a Big Deal	Using Flynn, clear the phantom The 200-Man Slash in the subevent "The Endless Slash" (→P351).
	■ If We Cooperate, We Can't Lose!	Participate in and clear the subevent "The Team Battle" (→P360) The Team Battle — Heroic.
	☐ How to stop the enemy's movement	Use the item "Hourglass" for the first time when Karol and Rita are present.
	☐ People are creatures that adapt	Limited to No.95–No.137. Use the item "All Divide" for the first time when Estelle and Raven are present.
	■ Because it is painful	Limited to No.47–No.100. When Karol and Raven are present, win a battle within 5 seconds.
	■ A merciless, earnest contest	From No.126 onward, when party members are present excluding Estelle, Flynn, and Patty, win a battle against ener
	☐ I don't know about items	By No. 60, ensure that every character has not used any items during battles even once, and engage in battles when Judith is present.
	■ The thrill of battle	No.126 onward: Win battles against enemies five consecutive times without taking damage when allies other than Flynn and Patty are present.
	☐ A body that is hard to ignite	No.126 onward: In Zopher Frostblade Sea, when Estelle and Raven are present, Rita uses fire-element Artes five or more times 1.
	☐ A sneeze is the beginning of a cold	No.126 onward: In Zopher Frostblade Sea, when Estelle, Karol, Raven, and Patty are present, Rita uses water-element Artes five or more times 2.
	■ I want to be drenched in water	Limited to No.80–No.82: When the weather is sunny in the Cogol Desert, Rita uses water-element Artes five or more times 2.
	■ Flashy Taste	Limited to No.80–No.82: When the weather is sunny in the Cogol Desert, Rita uses fire-element Artes five or more times 1.
	■ Learn Battles by Watching	Limited to No.10–No.14: Estelle participates in battles ten or more times.
	■ Even Dogs Have Pride	Limited to No.11–No.14: Rabid participates in battles ten or more times.
	■ A Big Prey for a Small Heart	Limited to No.24–No.34. Karol participates in battle 10 or more times
	■ Rita, Notes on Combat	Rita participates in battle 10 or more times by No.34
	■ Delicate Age	Limited to No.64–No.68. When Judith is present, Raven participates in battle 10 or more times
	■ Part of the Strange Ones	By No.68, when Estelle is present, Judith participates in battle 10 or more times
	■ Proof of Youth	Limited to No.133–No.150. Occurs when Yuri's usage rate is 90% or higher and encounters exceed 800
	■ To Eliminate Useless Movements	Limited to No.133–No.150. Occurs when Estelle's usage rate is 70% or higher and encounters exceed 800
	☐ A Child Who Can If They Try	Limited to No.133–No.150. Occurs when Karol's usage rate is 70% or higher and encounters exceed 800
	■ Whether Asleep or Awake	Limited to No.133–No.150. Occurs when Rita's usage rate is 70% or higher and encounters exceed 800
	■ Possessor of Great Luck	Limited to No.133–No.150. Occurs when Raven's usage rate is 60% or higher and encounters exceed 800
	☐ Maiden's Headlong Charge	Limited to No.133–No.150. Occurs when Judith's usage rate is 60% or higher and encounters exceed 800
	■ Battle-hardened Brave Dog	Limited to No.133–No.150. Occurs when Repede's usage rate is 60% or higher and encounters exceed 800
	■ Unexpected	After No.127, when Rita, Judith, and Patty are present, occurs if Flynn's usage rate is 10% or higher
	■ Proud Telescope	After No.127, when Raven is present, occurs if Patty's usage rate is 60% or higher and encounters exceed 800
	☐ Never Miss Training	After No.148, occurs when Yuri's usage rate is 30% or lower

※1......Fire-element spells include "Fireball," "Eruption," "Spiral Flare," "Flame Dragon," "Crimson Flare," and "Burn Strike"
※2. Water-element spells include "Champagne," "Splash," "Aqua Razor," "Freeze Lancer," and "Tidal Wave"

Category	Title	Occurrence Conditions
Sengoku	■ Because they are important?	Occurs from No. 148 onward when Estelle's usage rate is 20% or less
	■ Role on the journey	Occurs after No. 148 when Karol's usage rate is 15% or less
	■ Stress relief, maybe	Occurs after No. 148 when Rita's usage rate is 15% or less
	■ Raven, giant enemies	Occurs after No. 148 when Raven's usage rate is 10% or less
	■ What is it really like?	Occurs after No. 148 when Judith's usage rate is 10% or less
	■ Rafael's tactics	Occurs after No. 148 when Ricardo's usage rate is 20% or less
	■ Final trump card	Occurs after No. 148 when Patty's usage rate is 10% or less while Rita is present
	☐ Karol's bag	After No. 57, when Rita is present, Karol uses one of the Artes “Rakka Pain Shot”, “ Rakka Booing Dance”, “Rakka Pain Carnival”, or “Rakka Booing Festa”
	☐ Patty's form change	After No. 128, with Karol and Raven present, Patty has used the skill “Form Change” 30 times or more and has activated each form at least three times
	☐ Kind man	After No. 128, when Patty used her Mystic Arte “Summon Friends”, “Cypher” appeared at least once
	■ Stay by my side, Flynn	After No. 128, when Flynn has learned the skill “Devotion” and has set “Devotion” equipped, participate in 10 or more battles
	■ Whimsical Effects	After No.128, when Raven is present, have Patty use the spell "Critical Moment" at least five times and have the effect "instantly annihilate all enemies" activate at least once
	☐ Luck Is Also Part of Skill	After No.128, when Rita and Raven are present, have Patty use the spell "Critical Moment" at least five times and have a negative※effect activate at least once 3
	☐ Yuri and Flynn's Artes	After No.128, have Yuri use the skill/technique "Claw Dragon Consecutive Fang Slash " at least 20 times and "Tiger Fang Break Slash" at least 10 times, and have Flynn use the skill/technique "Claw Dragon
Cooking	☐ What Matters in Cooking	After No.70, when companions other than Estelle, Flynn, and Patty are present, raise Yuri's cooking proficiency for "Croquette" to MASTER!
	☐ Call My Name	After No.70, when Karol and Rita are present, raise Estelle's cooking proficiency for "Vichyssoise" to MASTER
	■ Full of Sentiment	After No.70, when Estelle and Rita are present, raise Karol's cooking proficiency for "Omurice" to MASTER!
	■ Cooking Modification Plan	After No.96, when Raven is present, raise Rita's cooking proficiency for "Stir-Fried Vegetables" to MASTER
	■ Stealing a Maiden's Heart?	After No.96, when companions other than Flynn and Patty are present, raise Raven's cooking proficiency for "Crepe" to MASTER
	☐ Judith Is Meticulous	After No.96, when Estelle and Rita are present, raise Judith's cooking proficiency for "Braised Pork Belly" to MASTER
	☐ Tone-Deaf	After No.127, when Karol, Judith, and Patty are present, raise Flynn's cooking proficiency for "Hamburger Steak" to MASTER
	■ Patty's Serious Showdown!	After No.127, when Rita and Raven are present, raise Patty's cooking proficiency for "Sashimi" to MASTER
	☐ Curious Gourmet	After watching the skit "Heartbreaking Estelle", before No. 128, when Estelle, Karol, and Rita are present Rapido cooks more than 30 times
	■ For You	No.76–No.124 only. Cook a total of 150 or more meals with Yuri, Karol, Raven, and Flynn.
	■ Rita's 3-Second Cooking	No.76–No.124 only. Cook a total of 300 or more meals with Estelle, Rita, Judith, and Patty.
	☐ Hunger Is the Best Seasoning	No.65–No.135 only. When companions other than Flynn and Patty are present, do not cook for 1 hour or more.
	■ Awakening of the Wild?	No.65–No.135 only. When companions other than Flynn and Patty are present, do not cook for 2 hours or more.
	■ Feed Me Something......	No.65–No.135 only. When companions other than Flynn and Patty are present, do not cook for 5 hours or more.
	☐ Pretty Bread	No.65–No.135 only. When Estelle and Karol are present, attempt to cook without having any ingredients and do not complete cooking for 2 minutes.
	☐ Maiden's Heart and Picky Eating	No.65–No.135 only. When Estelle, Karol, and Rita are present, successfully make a dish that Rita dislikes 8 times in a row.
	■ Can't Cure Picky Eating!	No.65–No.135 only. When companions other than Flynn and Patty are present, successfully make a dish that Raven dislikes 8 times in a row.
	■ Loved Then and Now	From No.127 onward, when all party members are present, successfully make a dish that Flynn dislikes 8 times in a row.
	■ This Again Today	No.65–No.135 only. When companions other than Flynn are present, with 8 or more different recipes available, make one particular dish 16 times. However, the dish must not be one that Rita dislikes or one tha
	■ Cooking Is Everyday Life	No.65–No.135 only. When companions other than Flynn and Patty are present, successfully achieve Yuri's Master! proficiency on a dish 8 times in a row.

※3……There are five types of negative effects: "all parameters decrease," "half the gald received," "half the EXP received," "item use prohibited," and "OVL gauge disappears."

● Skit Data

Categor	Title	Occurrence Conditions
Cooking	■Estelle's Cooking Training	No.65–No.135 only. When Estelle is present with allies (excluding Flynn and Patty), succeed in MASTER proficiency cooking 8 times in a row.
	□ Yesterday and Today	No.65–No.135 only. When Karol is present with allies (excluding Flynn and Patty), succeed in MASTER! proficiency cooking 8 times in a row.
	□Rita's Special	No.65–No.135 only. When Rita is present with allies (excluding Flynn and Patty), succeed in MASTER! proficiency cooking 8 times in a row.
	■Old Man's Cooking	No.65–No.135 only. When Raven is present with allies (excluding Flynn and Patty), succeed in MASTER proficiency cooking 8 times in a row.
	□It's Sad to Be a Man	Limited to No.65–No.135. When companions excluding Flan and Patty are present, Judith must successfully cook a recipe with proficiency level MASTER eight times in a row.
	■Thrilling Cooking	From No.127 onward, when companions are present, when Flynn (Fren) successfully performs a MASTER-level cooking action e
	□Party Power Player	From No.127 onward, when companions other than Flynn (Fren) are present, when Patty successfully performs a MASTER-level cooking action eight times in a row
	□When It's Hot, Something Hot……?	From No.84 onward, with companions excluding Flynn and Patty present, when the weather is not night, cook "Nabeyaki Udon" in the Cogar Desert
	□ The cold one could be deadly	Limited to No.126–No.137. With companions excluding Flynn present, cook "Sherbet" in the Zopher Iceblade Sea
	■Razor-Sharp	From No.151 onward, with companions excluding Flynn and Patty present, fail cooking three or more times in a row when a recipe's acquisition rate is 50% or less
	■The Emperor's Chef	Purchase "Carry Over Cooking Proficiency" at the Grade Shop, and from No.8 onward have Yuri cook a MASTER-level dish
Miscellaneous talks	■Yuri's Life	Limited to No.67–No.99. Remain in Zaphias for a certain period of time
	■ The History of the Fortress	From No.133 onward, remain in Deidon Fortress for a certain period of time
	■Yuri's Nature	Remain in Deidon Fortress for a certain period of time by No.69
	■ The Reason for the Flowers	Limited to No.17–No.35. Remain in Haruru for a certain period of time
	■ History of the Academic City	Limited to No.23–No.35. Remain in Aspio for a certain period of time
	■The Sea Breeze...	Limited to No.36. Remain in Kapua Trim for a certain period of time
	■Yuri's Sorrow	Limited to No.28. Remain in Kapua North for a certain period of time
	■Distribution Hub: This Is Trig (Trim)	Limited to No.36. Remain in Kapua Trim for a certain period of time
	■ Three as One	No.65–69 only. Remain in Capua Trim for a certain period when Raven is present
	■ The Two's Differences	No.65–69 only. Remain in Heliod for a certain period when Raven is present
	■ Head of the Hundred Guilds	No.47–56 only. Remain in Dangrest for a certain period when Karol and Rita are present
	■ One Remaining After the Five Great Guilds	No.70–75 only. Estelle and Karol are present
	■ What Is Our Goal?	From No.70 onward, remain in Nordobolica for a certain period when companions other than Flynn and Patty are present
	■ Oasis Barrier	No.76–100 only. Remain in Mantaik for a certain period when Estelle, Rita, and Judith are present
	■ Reasons for Liking and Disliking	No.80–100 only. Remain in Jormgen for a certain period when Rita, Raven, and Judith are present
	□ Town Without a Barrier	No.80–100 only. Remain in Jormgen for a certain period when companions other than Judith, Flynn, and Patty are present
	□ Once upon a time, long ago	Stay in Myorz for a certain period when Estelle, Karol, and Rita are present
	□ The dawn of the town	Stay for a certain period in the northeastern Hypsionia Continent (Ornion before completion)
	■The hero of the new town is	Stay in Ornesion for a certain period of time
	□ The town's growth	After viewing the skit "The New Town Hero" and the subevent "Ornesion" (→P333), stay in Ornesion for a certain period of time
	■It's strange, isn't it?	Stay on Nam Islet for a certain period of time
	■ Warm Hospitality	Stay in Yumanju for a certain period of time
	■ The Pursuers Are Coming	No.5 only. Stay in Zaphias Castle for a certain period of time
	■Is This a Curse!?	No.10–11 only. Stay in Quoy Forest for a certain period of time
	■ That's Called Worrying Needlessly	No.20–27 only. Stay in the Shaikos Ruins for a certain period of time
	■Will I Be Able to Meet Flynn?	No.26–27 only. Stay on Efmid Hill for a certain period of time
	■ Estelle's Historical Exploration	No.37–53 only. Stay in Carbocrum for a certain period of time
	□ The town is in a maze-like state	No.37–53 only. After viewing the skit "Estelle's Historical Exploration," stay in Carbocrum for a certain period of time
	□ Forest Inhabited by Insects	Limited to No.47–53. In the Cave Mock Great Forest, remain in the area for a certain period of time without having seen the sub-event "I Hate Bugs!" (→P309)

Category Title		Occurrence Conditions
Miscellaneous talks	■ Master of Escape Routes	No.48–53 only. Stay in the Cave Mock Great Forest for a certain period of time
	■ The Satisfying Count	No.57 onward when Estelle and Rita are present: stay on floors 4–6 of Gasfalost for a certain period of time
	■ Beyond the Mirror	No.68 only. With the vanguard party, stay inside the Arselm ship for a certain period of time
	■ The Frightened Girl	No.68–69 only. After companions have joined, stay inside the Arselm ship for a certain period of time
	■ To Go and Return	No.75 only. Stay at the throat of Cados for a certain period of time
	■ Languid	No.79 only. When the weather is sunny, stay in the Cogol Desert for a certain period of time
	□ Sluggish	No.79 only. When the weather is sunny, stay in the Cogol Desert for a certain period of time
	■ Headquarters of the "Sea Beast's Claw"	No.89 only. Stay in the Manor of Depravity for a certain period of time
	□ Sentimental Zone	No.94 only. Stay on Mount Temza for a certain period of time
	■ Map of the Underground Temple	No.126 onward when Karol, Rita, and Judith are present: stay in Paktion for a certain period of time
	■ The One Who Reads Maps	No.126 onward when Karol, Rita, and Judith are present: stay in Paktion for a certain period of time
	■ The Aesthetics of Mutual Hatred	No.126 onward when Rita and Raven are present: stay in Hercules for a certain period of time
	■ The Cold Icy Land	No.116 only. Stay in the Zopher Ice Blade Sea for a certain period of time
	□ The drift ice moves	No.116–134 only. Stay in Zopher Ice Blade Sea for a certain period while Karol, Raven, and Judith are present.
	□ Normal is Best	No.100–142 only. Stay in Egozo Forest for a certain period while Karol, Raven, and Judith are present.
	□ Intellectual Work Is the Job	No.127–128 only. Placed the Zaude Orb on the pedestal in Zaude Unassailable Palace.
	■ It's Just a Little...	No.127–128 only. Stay in Zaude Unassailable Palace for a certain period.
	□ Is it flashing?	From No.139 onward, stay in Erealumin Quartz Forest for a certain period.
	■ Negative Zone?	No.141–142 only. Stay in Lelewize Ancient Cavern for a certain period when the weather is sunny
	□ Ancient Relics	Stay in Tarcarron for a certain period ※1
	■ About the Mirror-of-Desire Tomb	When Flynn is present, after arriving at the Observatory Tomb – Azure Sky Layer First-Floor Corridor, stay for a certain period
	■ About the Izayoi Haunted District	When Flynn is present, stay in the Observatory Tomb for a certain period.
	■ Estelle's Prayer	After arriving at the Observatory Tomb – Azure Sky Layer First-Floor Corridor, stay for a certain period.
	■ Graves Aren't Scary	After arriving at the Observatory Tomb – Azure Sky Layer First-Floor Corridor, stay for a certain period.
	□ I Wonder Why Graves Are Made	When Flynn is present, after arriving at the Observatory Tomb – Azure Sky Layer First-Floor Corridor, stay for a certain period
	■ Lost-Looking Terrain	Stay in Tarcarron for a certain period.
	■ Below Expectations	No.8–16 only. Stay in Maiokia Plains for a certain period.
	■ Invisible Hair	From No.126 onward, when Karol and Judith are present, stay on the Illica Continent for a certain period of time
	■ Gloomy and Damp	No.37–39 only. Stay on the Torbika Continent field for a certain time while the weather is rainy.
	■ Crystal Island	From No.136 onward, stay on the northern part of the Torbika Continent for a certain time.
	■ Map-Loving Kid	No.75–84 only. Stay on the Dezelle Continent field for a certain time.
	□ Heat Measures for the Desert	No.82–84 only. When the field weather is sunny, stay for a certain time in the desert area of the Dezelle Continent.
	■ Possibilities of the Hibionia Continent	From No.151 onward, stay on the Hibionia Continent field for a certain time.
	■ Is the Unvisited Place Due to the Height?	From No.136 onward, stay on the Wekea Continent field for a certain time.
	■ Seas Where Coral Forms	From No.143 onward, while on a boat, stay for a certain time on the coral reefs around the Yurzoirea Continent.
	■ Totally Smitten	From No.147 onward, stay on Nam Islet for a certain time.
	□ The Monster Compendium Is Mine	When Estelle, Karol, and Rita are present, make the "Monster Encyclopedia" completion rate 50% or higher.
	■ Read This	After viewing the skit "The Monster Encyclopedia Is Mine," when Estelle, Karol, and Judith are present, make the "Monster Encyclopedia" completion rate 90% or higher.
	□ The Joy of Completion	After viewing the skit "Read This," when all party members are present, make the "Monster Encyclopedia" completion rate 100%.
	■ Not Quite There Yet	When Estelle and Rita are present, raise the Collector's Encyclopedia completion rate to at least 50%.
	■ One More Step	After viewing the skit "Not Yet," when Estelle and Rita are present, raise the Collector's Encyclopedia completion rate to 90% or higher.
	■ The Truth of the Collector's Compendium	After viewing the skit "One More Step," when Estelle and Rita are present, raise the Collector's Encyclopedia completion rate to 100%.
	■ The Bittersweet of Sea Voyages	From No.96 onward, remain on the ship for 30 minutes or more while Rita, Judith, and Patty are present.
	■ Romance on the Sea	Limited to No.96–No.143. While Estelle, Rita, Raven, and Patty are present, remain on the ship for 120 minutes or more.
	□ High places are...	Limited to No.96–No.143. After viewing the skit "Mixed Feelings of a Sea Voyage," while Rita and Raven are present, ride the Paul for 60 minutes or more.

※1. Applicable locations are: the town area on Layer 3, the outer wall sections on Layers 4–6, and the area around the treasure chest on Layer 5 that contains the "Berserk Heart."

● Skit Data

Category	Title	Occurrence Conditions
Miscellaneous talks	■ Baul's Youth	No.135–No.143 only. Clear LEVEL 3 of the subevent "Baul Race" (→P370).
	■ Strong Bonds	No.54 only. Occurs after the Sorcerer's Ring reaches Lv2.
	■ Manliness	No.110 only. Occurs after the Sorcerer's Ring reaches Lv3.
	■ What feature do you want?	Occurs after completing the subevent "Sorcerer's Ring Transformation (2)" (→P330).
	■ Saver, Spender, Gambler	Have 100,000 gald or more when Karol and Raven are present from No.79 onward.
	■ Money makes the world go round...	From No.65 onward, with Estelle, Rita, and Judith present, the cumulative gald spent exceeds 500,000 gald.
	■ Always in your inventory...	After viewing the skit "Money Makes the World..." (金は天下の･･･), from No.70 onward, when companions other than Flynn and Patty are present, hold 100,000 gald, make a purchase, and be left with 10,000 gald or le
	□ Very popular with children	From No.65 onward, when companions other than Flynn and Patty are present, this occurs if the number of gummi used is 20
	□ Pure	From No.65 onward, when companions other than Flynn and Patty are present, perform synthesis 100 times or mor
	■ Heartbreaking Estell	From No.65 onward, when companions other than Judith, Flynn, and Patty are present, use lodging items 50 times or more.
	■ Thinking of you from afar	Visited all towns
	■ Prefer a place you want to be over a place you hate	While having visited all dungeons and towns, be in the forest on the field
	■ It was thanks to Karol that I could travel the world	Visited all towns and dungeons
	□ To every corner of the world	Visited all towns and dungeons and filled in the blank areas of the map
	■ Baul's Walk	No.96–112 only: When party members other than Flynn and Patty are present, do not ride the Baul for more than 3 hours
	■ Baul Stays Home	Stay in Tarlcarron for 1 hour
	■ Occasionally Take a Detour	From No.134 onward: When party members other than Flynn and Patty are present and the total number of items obtained from field exploration points is 10 or fewer, stay on the field for more than 10 minutes
	□ Pick Up and Find	From No.134 onward: Occurs when the total number of items obtained from field exploration points exceeds 1000
	■ The Joy of Serving Customers	When party members other than Flynn and Patty are present, play the sub-event "Serving Game" with Estelle or Karol (p.318)
	■ Does It Appear in the Game?	Play "Tales of Doraspi" on Nam Islet and remain on Nam Islet
	■ The Silver Brave Dog	Play Border Rapid
	□ Winter Fashion Show	From No. 127 onward, clear all Border Rapids to obtain the Christmas title ※1
	■ Theory of Art	Obtain the "(C) F Statue" in the sub-event "Favorite Toy (1)" (→P326).
	■ A Perfect Pair	Occurs after the completion of the sub-event "Antlion (5)" (→P340).
	■ Happy Birthday	Available only from the second playthrough onward. After No. 143, total play time exceeds 120 hours.
	■ A smoke break here?	Assign the title "Tank Topper" to Yuri and wait for a certain period of time
	■ I'll knead/massage.	Set the title "Enchanting Esthetician" for Estelle and let a certain amount of time pass
	■ About that appearance...	Set the title "Towler" for Karol and let a certain amount of time pass
	■ How indecent!	Set the title "Post-Bath" for Rita and let a certain amount of time pass
	■ Behold my flesh.	Set the title "Head Clerk Old Man" for Raven and let a certain amount of time pass
	■ Charming ○○	Set the title "Reception Beauty" for Judith and let a certain amount of time pass
	□ So cute...	When Rita and Judith are present, set the title "Graceful Waiter" for Estelle
	■ School Lunch Boy Karol	When Raven is present, set the title "School Meal Attendant" for Karol
	■ The Ear Is What Matters	When Estelle is present, set the title "Cat Cat Waitress" for Rita
	■ Perfect for an Old Man	When Rita is present, set the title "Serving Dandiesm" for Raven
	■ Do You Like Pretty Shop Clerks?	When Karol and Raven are present, set the title "Glamorous Maid" for Judith
	■ Feelings Toward the Knight Order	No.127 and after, when Flynn is present, set the title "Qualification of a Knight Trainee" on Yuri and wait for a certain amount of time
	□ What Is Bon Odori	No.127 and after, when Estelle, Rita, and Raven are present, set the title "Second-Generation Festival Lover" on Patty and wait for a certain amount of time
	■ Different from a Knight	No.127 and after, when Karol, Raven, and Judith are present, set the title "Prince of Short-Sleeves" on Flynn and wait for a certain amount of time
	□ Rapido's Happi Coat	No.127 and after, when Rita and Raven are present, set the title "Forest Rabi-Matsu" on Repede and wait for a certain amount of time
	□ Wonder Patty	No.127 and after, when Rita and Raven are present, set the title "Amazing Chef" on Patty and wait for a certain amount of time
	□ Dangre Walker	No.127 and after, when Rita and Flynn are present, set the title "Glamorous Walker" on Patty and wait for a certain amount of time

※1..... Yuri "Winter Night Deliveryman", Estelle "Holy Night Delivery Girl", Repede "Delivery Dog on the Snow", Karol "Reindeer of the Cold Night", Rita "Woof-Woof Pajama", Raven "Gentleman's Manners", Judith "Invitation to a Glamorous Night", Flynn "Gentleman's Refinement", Patty "The White One"

Category	Title	Occurrence Conditions
Small Talk	■ Story Costumes	From No.127 onward, everyone has the "Hero of Ages" title set 2
	■ Score	From No.127 onward, everyone has the "Swimsuit" title set ※3
	■ I am, We are!	Ramard is equipped with the attachment "Great Rampage Gang"
	■ It's a Guild	Occurs after completing the sub-event "Guild Work (3)" (→P325)
	■ Continuous Surprises	Occurs after completing the sub-event "Guild Work (5)" (→P325)
	■■ Everyone Has a History	Occurs after completing the sub-event "Rapido's Lineage (2)" (→P338)
	■ Warm Hometown	Occurs after completing the sub-event "Hope of the Downtown" (→P342)
	■ Sad Ending	Occurs after completing the sub-event "For Whom (2)" (→P336)
	■ An Unforgettable Journey	Occurs after completing the sub-event "Proof of Inheritance" (→P334)
	■ What's Scary?	Occurs after completing the sub-event "I Hate Bugs!" (→P309) when Karol, Rita, and Raven are present up to No.56
	■ Let's Acquire Knowledge	Occurs after completing the sub-event "Doctorate" (→P369)
	■ Aim High ?	Occurs after completing the sub-event "Likes Women (2)" (→P317) when companions excluding Flynn and Patty are present up to No.117
	■ Casino Crusher	Occurs after the sub-event "Gambling Life" (→P368) has concluded
	■ Open-Air Stalls Are Nice, Meow~	Occurs after the subevent "As I Thought, Open-Air Baths Are Nice" (→P366) ends
	■ The Mystery of the Wonder Chef	Occurs after the subevent "Proof of the Cook" (→P339) ends
	■ Try Doing a Play	Occurs after the subevent "I Love Theater" (→P369) ends
	■ The Demon-Hunter Chief's Challenge	Occurs after the subevent "Boss, Sortie" (→P341) ends
	■ Oma	When Flynn is present, defeat Oma in the subevent "Telescope Tomb" (→P395)
	☐ Spiral Draco	With at least one Mystic Arte equipped, defeat the Spiral Draco in the subevent "Telescope Tomb" (→P395)
	■ Girls Won't Understand	After watching the skit "Romance on the Sea" (→P573), board the ship when all party members are present from No.96
Generic	■ That side is dangerous	Limited to No.19–No.21. Occurs when attempting to head to Haruru
	■ Not this way	At No.22, occurs when attempting to head to Haruru
	■ It's better not to go back	Limited to No.7–No.38. Occurs when attempting to enter Zaphias
	■ I made a mistake	Can only be viewed with Skit Player V
	■ Better not to go back......	Can only be viewed with Skit Player V
	■ Huh?	Can only be viewed with Skit Player V
	■ This is bad	Can only be viewed with Skit Player V
	■ Not this way (female)	Can only be viewed with Skit Player V
	■ This is bad (female)	Can only be viewed with Skit Player V
	☐ I was spacing out	Can only be viewed with Skit Player V
	■ Oh ho ho	Can only be viewed with Skit Player V
	■ Oh?	Can only be viewed with Skit Player V
	■ Let's not do this one.	Can only be viewed with Skit Player V

*2 Yuri "The Returning Swordsman", Estelle "The Avenging Holy Knight", Repede "The Dog Wearing the Half-Beast Boy's Clothes", Karol "Red Dual Wielder", Rita "The Amnesiac Mood Maker", Raven "A Highly Skilled Hitman", Judith "The Wandering Money-Grabber", Flynn "The Kind Successor of Swordsmanship", Patty "The Unfailing

*3 Yuri "Aloha Brother", Estelle "Refreshing One-Piece Dress", Repede "The Shy Diving Dog", Karol "Energetic Boy by the Sea", Rita "Casual Shoreline Girl", Raven "Summer Man", Judith "Barely-There Black Bikini", Flynn "Technical Diver", Patty "Straw-Hat Girl of the Southern Rainbow"

D A T A

● Battle Voice Data ·

Introducing all the victory voices in battle at once. Some voices can only be heard in specific situations, so be sure to check them.

● How to read the battle voice data

Members Conditions		Voice Content
Yuri	Normal Victory	Yuri: That's about it.

Conditions	順番	Voice Content	
No.2: Defeat Adecor (1) & Pokkos (1)	4	Yuri	"Be grateful. I put up with the training for you."

① Required battle members and conditions for triggering victory voices

② The condition required to trigger that victory voice. "Normal Victory" occurs when there is a character with HP 90% or less or a character wh

"Narrow Victory" occurs when a character with HP 25% or less delivers the finishing blow. "Mystic Arte Victory" occurs when the finishing blow is dealt by a Mystic Arte. "Easy Victory" applies when none of the above conditions are met.

③ Characters who speak victory voices and the content of those lines

④ The order in which characters speak. If multiple characters are eligible in the same order, one of them will speak.

●Normal victory voice

Members	Conditions	Voice Content	
Yuri Hard-fought victory up to No.56	Normal Victory	Yuri	That was about it.
	Normal Victory	Yuri	Not enough of a fight, huh?
	Normal Victory	Yuri	You got serious, huh
	Normal Vic	Yuri	If it's a rematch, I'll take it on?
	Easy Win	Yuri	Whee—easy!
	Easy victory	Yuri	That was easy
		Yuri	That was close
	Hard-fought victory	Yuri	Phew...... but I'm still not there yet......
	Secret Art Victory	Yuri	Not exactly my style to shout "A magnificent victory!" though
	[Secret Art Victory	Yuri	Farewell.
	Level Up	Yuri	My whole body is trembling with power......
	Skill Master	Yuri	A step forward! Something like that.
Yuri No.57 ~ No.120	Normal Victory	Yuri	[It's over
	Normal Victory	Yuri	Let's hurry ahead
	Normal Victory	Yuri	It's decided, then
	Normal Victory	Yuri	We're far from done yet!
	Easy Victory	Yuri	Huff......
	Easy victory	Yuri	This is what happens when I get serious
	Hard-fought victory	Yuri	That was close
	Hard-fought victory	Yuri	I have to get fired up for the next one......
	[Mystic Arte Victory	Yuri	Have I dirtied this blade again?
	Secret Art Victory	[Yuri	My attacks are delicious, aren't they?
	Level Up	Yuri	Not yet!
	Skill Master	Yuri	Looking good
Yuri No.121~	Normal Victory	Yuri	You're doing pretty well, aren't you?
	Normal Victory	Yuri	Oh!
	Normal Victory	Yuri	Not enough
	Normal Victory	Yuri	I can't afford to lose
	Easy Victory	Yuri	You picked the wrong opponent
	Easy Victory	Yuri	Piece of cake!
	Narrow Victory	Yuri	Don't let your guard down, huh
	Narrow Victory	Yuri	Is everyone all right...?
	Secret Art Victory	Yuri	Farewell.
	Secret Art Victory	Yuri	Slice through the enemies blocking our path!
	Level Up	Yuri	We can go even higher, right?
	Skill Master	Yuri	—Is it the fruit of effort or what?

Members	Conditions	Voice Content	
Estell Easy victory Hard-fought victory up to No.81	Normal Victory	Estelle	I won't lose
	Normal Victory	Estelle	Rest in peace
	Normal Victory	Estelle	A flawless victory
	Normal Victory	Estelle	You won skillfully!
	Easy Victory	Estelle	"The best defense is a good offense."
		Estelle	"Don't underestimate a cornered mouse."
		Estelle	Everyone... is anyone hurt...?
	Hard-fought victory	Estelle	Hah... I'm already dizzy~
	Secret Art Victory	Estelle	I'll fight. For the peace of this country
	[Secret Art Victory	Estelle	Happiness for all people......
	Level Up	Estelle	Power has welled up!
	Skill Master]	Estelle	This is the power to weave the future (asu)
Estell Easy victory No.82 ~ No.105	Normal Victory	Estelle	Goodbye......
	Normal Victory	Estelle	May you rest peacefully....
	Normal Victory	Estelle	This is our victory
	Normal Victory	Estelle	We can't stop now
	Easy Victory	Estelle	Shall we hurry ahead?
		Estelle	We've become stronger, haven't we?
	Hard-fought victory	Estelle	......We can't afford to lose......
	Narrow Victory	Estelle	Here, my knees won't give out...
	Mystic Arte Victory	Estelle	I will keep winning; to move forward
	Mystic Arte Victory	Estelle	This victory must have meaning, too
	Level Up	Estelle	I did it...!
	Skill Master	Estelle	With this power, for justice!
Estell Easy victory No.126 ~	Normal Victory	Estelle	Farewell
	Normal Victory	Estelle	I will fight, for this world
	Normal Victory	Estelle	Until this threat is crushed
	Normal Victory	Estelle	I place noble pride upon this sword
	Easy Victory	Estelle	"Secure your helmet after victory!"
		Estelle	I'm feeling great!
	Xin Sheng Victory	Estelle	"Seek life amid death"......
	Xin Sheng Victory	Estelle	I won't give up~
	Secret Art Victory	Estelle	I will fight to protect this country and its people!
	Secret Art Victory	Estelle	I love this world, so I won't give up!
	Level Up	Estelle	I've become stronger again
	Skill Master	Estelle	Skill acquisition.

● Battle Voice Data

Members	Conditions	Voice Content	
Rapido	Normal Victory	Lapid	Bushururu>…!
	Normal Victory	Lapid	Kwa…
	Easy Victory	Lapid	Foon, Gaw!
	Narrow Victory	Rapido	Haa haa……
	Secret Art Victory	Rapido	AoooOOOoon!
	Level Up	Rapido	WawawoooOOoon!
	Skill Master	Rapido	FowaoooOOOon!
Karol Up to No.117	Normal Victory	Karol	How's that!
	Normal Victory	Karol	Victorious in style!
	Normal Victory	Karol	Don't underestimate me!
	Normal Victory	Karol	Full power, full speed ahead!
	Easy Victory	Karol	Easily victorious!
	Easy Victory	Karol	This is my true ability!
	Hard-fought victory	Karol	Ugh, that's rough~
	Hard-fought victory	Karol	Sigh… I thought it was over…
	Hard-fought victory	Karol	I can't breathe…
	Secret Art Victory	Karol	Here it comes, here it comes! My time!!
	Secret Art Victory	Karol	Yay! A splendid, great victory!
	Level Up	Karol	I'm stronger again!
	Skill Master	Karol	I'm getting fired up!
Karol No.118 ~	Normal Victory	Karol	We did it, right?
	Normal Victory	Karol	A victory of team play.
	Normal Victory	Karol	Friendship, effo
	Normal Victory	Karol	Rinrin's Morning Star can't be stopped!
	Easy victory	Karol	Piece of cake ♪
	Easy victory	Karol	I'll do my best next time too!
	Narrow victory	Karol	I-I'll try a bit harder next time……
	Narrow victory	Karol	Hard work is the key to success, right……?
	Secret Art Victory	Karol	It's decided ♪
	Secret Skill V	Karol	I never miss the target I aim for, you know?
	Level Up	Karol	Level Up!
	Skill Master	Karol	Skill Master!
Rita Up to No. 43	Normal Victory	Rita	Hmph!
	Normal Victory	Rita	I won't bother with them
	Normal Victory	Rita	Phew, what a bother
	Normal Victory	Rita	Ugh, you're so annoying!
	Easy Victory	Rita	Is it over already? Oh, well…
	Easy victory	Rita	No resistance at all… is this it…?
	Hard-fought victory	Rita	I should be able to do more…!
	Hard-fought victory	Rita	Why is this so much trouble…?
	Level Up	Rita	Hmph, isn't that fine?
	Skill Master	Rita	I won't be satisfied with this
Rita No.44~	Normal Victory	Rita	Well, this is about it…
	Normal Victory	Rita	Don't get in my way
	Normal Victory	Rita	Now, let's go
	Normal Victory	Rita	Ah, it looks like it's over.
	Easy win	Rita	Huh? It's already finished?……
	Easy win	Rita	You thought you could win? Too bad~
	Narrow victory	Rita	What happened to me……
	Hard-fought victory	Rita	Ugh… I let my guard down…
	Secret Art Victory	Rita	I won't give you even a 1% chance of winning
	Secret Art Victory	Rita	This is my serious effort!
	Level Up	Rita	It's the obvious result.
	Skill Master	Rita	All done!

Members	Conditions	Voice Content	
Raven Up to No.105	Normal Victory	Raven	No more picking fights, okay?
	Normal Victory	Raven	It might have been a nice break.
	Normal Victory	Raven	Phew, the victory pose, huh
	Normal Victory	Raven	Please sleep quietly.
	Easy victory	Raven	Wouldn't it be better to use this properly here?
	Easy Victory	Raven	Is there actually anything inside?
	Hard-Fought Victory	Raven	Old man, I might be done for.
	Hard-Fought Victory	Raven	I'm going to die now, I'm already dying.
	Mystic Arte Victory	Raven	Praising me won't get you anything, you know?
	Secret Art Victory	Raven	I accidentally got serious.
	Level Up	Raven	Old man, you did it.
	Skill Master	Raven	I got it~
Raven No.110~	Norm勝利	Raven	No, no, good job.
	Normal Victory	Raven	The taste of victory isn't bad, is it?
	Normal Victory	Raven	Oh? Already finished?
	Normal Victory	Raven	Oh dear. Is this where we part ways?
	Easy victory	Raven	Aren't you pretty worn out, old man?
	Easy victory	Raven	Hey enemy, why don't you use your head?
	Narrow victory	Raven	This is brutal.
	Hard-fought victory	Raven	Oh dear… Is everyone out of breath?
	Mystic Arte Victory	Raven	I'm not exactly short on life experience.
	Mystic Arte Victory	Raven	Behold my proud, signature strike.
	Level Up	Raven	Oooh! Isn't it looking good?
	Skill Master	Raven	It's barbecue, isn't it?
Judith Up to No. 87	Normal Victory		Judith You guys lost
	Normal Victory		Judith Sorry I'm so strong
	Normal Victory		Judith Sleep peacefully
	Normal Victory		Judith Did I hurt you too much?
	Easy Victory		Judith I can't hold back
	Easy Victory		Judith Easy
	Narrow Victory		Judith, you're quite good… aren't you?
	Hard-fought victory		Judith: Your strength is unexpected…
	Secret Arte Victory		Judith: How lucky to die by my spear.
	Secret Arte Victory		Judith: Meeting me was the end of your luck.
	Level Up		Judith: This feels good.
	Skill Master		Judith: This power makes me stronger.
Judith No.95 ~	Normal Victory		Judith: Was this okay like this?
	Normal Victory		Judith: Did I go too far?
	Normal Victory		Judith, bye-bye
	Normal Victory		Judith: The secret of strength is a secret
	Easy victory		Judith: You're too blunt
	Easy Victory		Judith It was good for killing time
	Close-win Victory		Judith This is a debriefing
	Close-win Victory		Judith: Is everyone all right…?
	Mystic Arte Victory		Judith: Sharp and fast like thunder, right?
	Mystic Arte Victory		Judith: The moment it lands is exhilarating.
	Level Up		Judith: Oh, I'm so pleased.
	Skill Master		Judith: You're getting stronger and stronger, aren't you?
Raven (Ren)	Normal Victory	Raven (Ren)	By the name of a knight
	Normal Victory	Raven (Ren)	I'll be your opponent next time.
	Normal Victory	Raven (Ren)	Let's stay focused.
	Normal Victory	Raven (Ren)	That was so-so.
	Easy Victory	Raven (Ren)	That was good training.
	Easy Victory	Fren	Surely and swiftly
	Narrow Victory	Fren	That was close……
	Narrow Victory	Fren	You still lack sufficient training
	Secret Art Victory	Raven (Ren)	Let's fight to create the world of tomorrow
	Secret Art Victory	Raven (Ren)	There is no blind spot for my sword!

Battle Voice Data

Members	Conditions	Voice Content	
Raven (Ren) Skill master until No. 150	Level Up	Raven (Ren)	I can still do it!
		Raven (Ren)	It's a new power
Raven (Ren) No.152 ~	Level up	Raven (Ren)	There is no end to days of study
	Skill Master	Raven (Ren)	This power is for justice
Patty No.1 ~ 99. 102~145	Normal Victory	Patty	It's the Victory Whirlpool Dance!
	| Normal Victory	Patty	Come back after rethinking it!
	Normal Victory	Patti	Are there no enemies left~?
	Normal Victory	Patti	Are there no worthy opponents?
	Easy victory	Patti	You mustn't let your guard down.
	Easy Victory	Patty	Piece of cake.
	Shin Katsuri	Patty	It was exhausting...
	Hard-fought victory	Patty	Next time... it won't go like this.....
	| Secret Art Victory	Patty	Behold, the flawless beautifu
	| Secret Art Victory	Patty	It's the result of my charm!
	Level Up	Patty	I did it!
	Skill Master	Patty	This skill belongs to me!
Patty No.100 ~ 101	| Normal Victory	Patty	Oh, is it finished?
Patty No.146 ~	| Normal Victory	Patty	The Queen of the Azure Sea is here!
	Level Up	Patty	It's legendary strength, isn't it?
	Skill Master	Patty	I will not forget this power!
Yuri Estelle	No.36 and earlier: Estelle delivers the finishing blow	Estelle	Everything on this journey is a lesson!
		Yuri	Let's take it easier
	Up to No.56	Yuri	You're a hundred years too early to beat me
		|Estelle	You sure are long-lived
		Yuri	That's not right
	Up to No.56	Estelle	It's decided!
		Yuri	I was the one who decided
		|Estelle	......Huh?
	Up to No.56	Yuri	Hah, come back the day before yesterday!
		Estelle	How did you get to the day before yesterday...?
		Yuri	Don't take it so seriously.
	No.61 ~	Estelle	Here comes the victory signal!
		Yuri	hoi
		Estelle	Yes!
		Yuri	You've really gotten better
Yuri Lapid	Yuri or Rapido Fren will deliver the finishing blow	Yuri	Resound, song of victory!
		Rapido	Foan! Woof woof!
		[Yuri	It's decided, then
Yuri Karol	—	Karol	I'm not scared at all!
		Yuri	Your legs are shaking
		Karol	う、No way... !
		Yuri	Just kidding
	No.61 ~	Karol	Signal of victory!
		Yuri	Here you go
		Karol	Yes!
		Yuri	That hurts, Karol...
Yuri Rita	No.20: Rita reaches deliver the finishing blow	Rita	It's nothing to worry about
		Yuri	What a waste for a thief.
		Rita	I told you it's not like that!

Members	Conditions	Voice conte	
Yuri Raven	No.47~ No.103 Raven delivers the finishing blow	Raven	I am a genius!
		Yuri	Or rather...
		Raven	Suspicious?
		Yuri	Correct
Yuri Judith	Judith delivers the finishing blow Judith stabs		How about something like this?
		Yuri	No, splendid.
	No.57 No.103: Yuri Yurika Judith delivers the finishing blow		Thinking is a waste of time!
			Smacking Judith wins, right?
Yuri Raven (Ren)	Finish it off with Yuri and Flynn's combined Mystic Arte	Flynn	Until my conviction is burned out
		Yuri	I will carry out this justice to the end!
	No.150 ~	Yuri	Here you go
		Raven (Ren)	All right!
		Yuri	You're full of spirit.
		Flynn	You too,
Estelle Rappido	No.57 ~	Estelle	Rappido!
		Rappido	Wah!
		Estelle	A tail... is it?
	Up to No.91: Estelle or Rabid(o) delivers the finishing Rappido stab	Estelle	A victory roar!
			Wafu~......
		Estelle	Ra, Rapido......
	No.127 onward: Estelle or Lapheed delivers the finishing blow	Estelle	We won!
			Foan! Woof woof!
		Estelle	The victory song, right!
Estelle Karol	No.127 ~	Karol	Signal of victory!
		Estelle	Yes!
		Karol	Heeey!
		Karol	In perfect sync!
Estelle Rita	No.20~ No.43: Es Estelle or Rita stabs Estelle	Rita	Your Blastia......
			It's pretty, isn't it?
		Rita	Ah, no, that's not it......
	No.20~ No.43: Estelle or Rita delivers the finishing blow	|Estelle	Rita, you did it!
		Rita	Um, yes, well...
		Estelle	And so cool!
		Rita	Somehow it throws me off...
	Up to No.56	Estelle	Please hand it over
		Rita	|Like this?
		Estelle	Yes!
		Rita	W-What is that...?
	No.57 ~	Rita	Here, take it
		Estelle	Yes!
		Rita	You did it, didn't you?
		Estelle	We did it!
Estelle Judith	—	Estelle	Here comes the victory signal!
		Judith, please	
		Estelle	Yes!
		Judith, you did well	
	Up to No. 127 Judis delivers the finishing blow. su	Estelle	It's shaking......
			Where are you looking, Judith?
		Estelle	If only I had a little more...
Estelle Raven	No.57 ~	Raven	Here you go, little miss!
		Estelle	Yes!
		Raven	Jump into my arms.
		Estelle	That's a bit...
Estelle Patty	No.103 ~	Estelle	It's a sign of victory,
		Patty	Indeed it is!
		Estelle	Yes! We did it!
		Patty	Hey! We did it!

Members Conditions		Voice content	
Estelle Raven (Ren)	A narrow victory	Estelle	Sorry for the delayed healing…
		Flynn	It's all right!
	No.103 ~	Estelle	Here comes the victory signal
		Flynn	Here you go
		Estelle	[Yes!
		Flynn	I'm glad you were able to win
Rapido No.70~No.128: Larita Rita	Up to No.69: Lappy Do will deal the finishing blow.	Rita	For a dog, you're not bad
		Lapid	Woof!
	Peed delivers the finishing blow Rapido		You did it, mutt!
			Woof!
	No.129~ Rabby Do will deal the finishing blow	Rita	As expected of Repede.
		Repede	|Waf!
Lapid Raven (Ren)	No.129~ Laby Or Flen delivers the finishing blow and Repede stabs him	Flen	Resound, song of victory!
		Phen Repede	Woof woof!
		Raven (Ren)	What a pleasant victory.
Karol	Title "A Sparkling Supporting Role" — Deliver the finishing blow to Karol while setting up		I-I can't breathe…
Karol Rita	Meet the conditions for a narrow victory and Karol delivers the finishing blow	Karol	Don't worry, Rita!
		Rita	Damn, it frustrates me that I can't talk back to myself
Karol Finish off Judith	No.87: Karol and Karol	Judith	You're wonderful, Karol
			Hehehe…
		Judith — that bag Karol	
		— ……that one? Karol W	
Karol Patty	hile Karol has the title "Keroro Sergeant" equipped, finish off Patty		Called out, I spring forth—ta-da!
			You goofball frog
		Patty	What on earth am I saying……!?
	Karol was set with the title "Sergeant Kero" while set, Patty is the one who delivers the finishing blow	Karol	As expected, it is I—
			you foolish frog
		Patty	What on earth am I saying……!?
	When Karol has the title "Kerokaro Sergeant" set, Deliver the finishing blow	Karol	Yay, we won, we won—
		Patty	With me here, the world is already safe
Rita Raven	No.103: Raven delivers the finishing blow	Raven	Is there an end to this battle?
		[Rita	Hmph, it's over.
		Raven	Huh……?
	No.111~ Reeve …delivers the finishing blow	Raven	There is no end to this battle
		Rita	Then I'll leave you behind
		Raven	Oh, how heartbreaking…
Rita Judith finishes it off	Up to No.87: Rita toward Judith — how merciless. Deliver the finishing blow	Rita	You say that?
	Up to No.87: Judi	Rita	No mercy?
		Judith Isn't it rude to hold back?	
	No.96~: Rita or Jurita Dis finishes it off		Show no mercy to the enemy
		Let's go all out with Judith	
Raven Judith finishes it off Judith stabs		Raven Phew, I'm falling for you~	
		Judith You'll get burned, you know?	
		Raven	I'm completely charred now
Raven Flynn	No.151 ~	Flynn	|You did it, Captain Schwein!
		Raven	I'm Raven, not Schwein
		Raven (Ren)	Captain Raven
		Raven	Oh no……
Raven Patti	No.114 ~	Patty	Don't stand behind me
		Raven	What the—!?
		Patty	I end up firing unconsciously.
		Raven	Hi! How terrifying!
Yuri up to No.20: Estelle Estelle or Karol finishes it off—Estelle Karol—stabs		Karol	We're perfectly in sync!
			Let's do our best together, three-legged race style!
		Yuri	Don't you forget me

Members Conditions		Voice Content	
Yuri Estelle Karol	No.84 ~ Easy Victory Succeed	Yuri	Too easy
		Karol	Sweet, huh♪
		Estelle	You're a bit sweet/simple, aren't you?
Yuri Estelle Raven	Up to No. 87: Narrow Victory Succeed	Estelle	Sorry for the delayed healing…
		Raven	Well, it's fine since we won.
		Yuri	|Count on you from next time.
Yuri Estelle Raven (Ren)	Yuri or Flynn and Yuri deliver the killing blow	Raven (Ren)	You still need to train m
			ore; you're as stiff as ever.
		Flynn	Because of that, you are……
		Estelle	You two get along well.
	Estell delivers the finishing blow.	Estelle	Travel is a daily battle!
		Raven (Ren)	Don't be too reckless……
		Yuri	You're such a worrier, you know…..
Estell benefiting Patti	No.103~: Easy Victory Patti	Yuri	Too easy
			Sweet, huh♪
		Estelle	You're a bit sweet/simple, aren't you?
Yuri Karol Sven	No.126~ Easy Victory to achieve	Yuri	Too easy
		Karol	Sweet, huh♪
		Flynn	You're a little sweet, aren't you?
Yuri Estelle Raven	No.103: Finish off Raven with Raven's Burst Arts Raven	Estelle	That's cool!
			Praise me more, praise me
		Yuri	Can't be helped, you're an old man
Estell e "Guard tabs to finish	No.106~: Judie Estelle Yuri While e was set with the title "Guardian of Truth" Estelle s		It looks like a flying squid
		Judis Oh, that's delicious	
		Yuri	Hey, is that really okay?
Yuri Rapido Rita	Yuri and Rapido deliver the finishing blow	Yuri, good!	
		Rapido waaaah	
		Rita	It's scary how perfectly in sync you are……
Yuri Karol Raven	Up to No. 103: Karol delivers the finishing blow	Karol	Yay, I won!
		Yuri	You're doing well
		Raven	The young man, do
		Yuri	The old man should try even harder
Yuri Karol Judith	Up to No.83: Judy, Judith — could those pointed ears land the finishing blow?	Yuri	What's the secret of strength?
		Karol	I see, me too!
		Yuri	Impossible!
	No.83 ~ No.128: Will Judith deal the final blow? Does Judith enjoy fighting? stabs	Yuri	What's the secret of strength?
		Karol	I see, me too!
	No.117: Karol delivers the finishing blow	Karol	~~I want to become stronger…!~~
		Judith I hope you can	
		Yuri	If you have that feeling, you can become one, surely
	No.118~ Karol delivers the finishing blow	Karol I want to become stronger…!	
		Judith Aren't you strong enough?	
		[Yuri's insatiable desire to improve, huh	
Yuri — up to No.95 it's Yuri? Karol, Patty will deliver the finishing blow Yuri Patty	s	Patty	Yuri, it's the victory of our love!
			Yeah, yeah……
		Karol	|Ai… what is "ai"…?
		Yuri	That's a bit too much, isn't it
Yuri リタ Judith	No.87: Up to No.87: Yuri or Judith — it's you Rita or Judith Use her Mystic Arte to finish them off	Rita	Fifty steps, a hundred steps
		Yuri | You too	
		Judith You too	
	No.130~: Yuri or Judith, could you be a little gentler? Rita or Judith Finish it off with a Mystic Arte	Yuri Merciless, aren't you	
		Yuri: It's Rita	
		Judith: Rita, right?	
		Rita, me?	

Battle Voice Data

Members	Conditions	Voice Content	
Yuri Rita Judith	No.132: Judy Judis Does she perhaps enjoy fighting? Suga delivers the finishing blow	Yuri What's the secret to your strength?	
		Rita | A born battle fiend, isn't she......	
Yuri Raven Judith	Up to No.103, Raven delivers the finishing blow	Judis You did well	
		Raven	W-what kind of pirozhki is that......
		Yuri	Here, take a deep breath
	No.111┴: Raven delivers the finishing blow	Judis Uncle, you're so cool	
		Raven	Ah, for your s-sake......
		Yuri	[Out of breath]
Yuri Judith Flynn	Yuri or Flynn will deal the finishing blow	Raven (Ren)	Still need more training
		Yuri	| Still as stubborn/solid as ever
		Raven (Ren)	Because of that, you are......
up to No.95: Yuri, huh? Judith, Pattie finishes it off—Yuri does it. Patty		Judith, you're close. Patt ie Yuri	
			Yuri, it's the victory of our love!
			Yeah, yeah......
		Judith: Is that coldness just the flip side of affection?	
Yuri Raven (Ren) Patty	No.126~: An easy win victory.	Yuri's so easygoing.	
		Patty	Sweet, huh ♪
		Raven (Ren)	You've got a gentle/soft look in your eyes
Estelle Lapid Karol	Up to No.112: Rapido Estelle delivers the finishing blow	Karol	Rapido, amazing!
			Rapido, you're cool!
		Rapido	Wahoo~
		Karol	You're being like this even though I'm praising you?
Estelle Karol Rita	No.37~No.85: Riestel Ta delivers the finishing blow	Rita	What a weakling...!
			That's cool!
		Karol	Whee-whee
		Rita	Yes, you're noisy there
	No.88~: Narrow victory Carol does it	Estelle	Sorry for the late recovery......
			Estelle, don't worry!
		Rita	You too!
		Carol	Ugh...... I'm, don't worry
Estelle Karol Raven	Up to No.103: Estelle delivers the finishing blow	Estelle	If you know the enemy and know yourself...... un
		Raven	Want to be victorious in a hundred battles?
		Carol	Something about this feels off...
Estelle Karol Patty	Estelle or Karol delivers the finishing blow	Carol	We're perfectly in sync!
		Estelle	Let's do our best together, three-legged race style!
		Patty	I'm here too, ya know!
	No.103～	Patty	All's well that ends smoothly (Smoooooth). It's a crab, you know.
		Karol	What's "SupeSupe"?
		Estelle	I'm curious about it too...
Estelle Rita Judith	No.136～	Rita	Don't underestimate me just because I'm a woman
		Judith: Beautiful things have thorns	
		Estelle	It's full of thorns, though
		Rita	"You've started saying that, haven't you..."
	No.130～	Judith: The beauty squad is invincible	
		Estelle	The beauty squad feels great
		Rita	Do they call themselves beauties?
Estelle Raven Judith	Up to No. 87: Judy s us finishes with a Bu rst Art	Estell: Isn't that going a bit too far...?	
		Judith: Kindness is not for others' sake.	
		Raven: That's not what that means.	
	Raven or Judith lands the finishing blow with a Burst Art.	Estell: Isn't that going a bit too far...?	
		Raven: Strike before you're struck.	
		Judith: Give it everything you've got.	
Estelle Judith No.129~ Patty		Judith: No problem.	
		Patty	No problem.
		Estelle	So cute ♪

Members	Conditions	Voice Content	
Estelle Judis No.130~ Patty		Judis The beauty squad is invincible	
		Estelle	The beauty troop looks good, doesn't it?
		Patty	Mine is a beautiful girl.
Lapid Rita Fren	Rapido or Fren delivers the finishing blow	Fren, alright!	
		Rapido, waapon	
		Rita	It's scary how perfectly in sync you are......
Karol Rita Raven	No.111~: Easy win — Raven, what a showman! Meeting the conditions of advantage	Rita	...There's nothing to praise me for
	So, Rita will land the finishing blow Karol		Looks a little happy......
Karol Rita Judith No.83~No.142:	Up to No.117, Karol will I deliver the finishing blow	Karol	I want to become stronger......!
		Karol	Judith It would be nice if you could become that
		Rita	At least, don't be a drag on us.
		Karol	Victory pose!
	Karol or Judith—Judith, look, you also land the finishing blow	Rita	I-I'm not doing that!
Karol Rita Patty	No.103～	Patty	All's well that ends smoothly (Smoooooth). It's a crab, you know.
		Karol	What does "subesube" mean?
		Rita	That's not the place to make a joke about that
	No.103~: Narrow victory Rita benefits	Patty	The path of a great pirate is and perilous
			There is no easy road
		Patty	Yes! Master!
		Karol	You should choose your master more carefully...
Rita Raven No.100~: Judi Judith delivers the finishing blow		Judith, it's decided, right?	
		Raven	I also want to fly, you know.
		Rita	Fly? Rock Break
		Raven	U- Uwah!
Raven Raven Patty	No.103~ Fren or Patty delivers the finishing blow	Flen	Nothing my sword cannot cut!
		Patty	Nothing my bullets cannot shatter!
		Raven	Dependable
Judith Flen Patty	No.103~ Flen or Patty delivers the finishing blow	Flen: Nothing my sword cannot cut!	
		Patty: Nothing my bullets cannot shatter!	
		Judith: How reassuring	
Yuri Estelle Karol Rita	No.57～	Yuri	Our weapons are sword and!
		Rita	magic and!
		Karol	Unity!
		Estelle	Wonderful!
	No.57~No.108: Karol Win within 10 seconds	Yuri	The path will form before me!
			We will make the path ourselves!
		Estelle	We will carve the way!
		Rita	How stifling...
Yuri Estelle Karol Judith	No.111～	Karol	We're the No.1 Guild
		Yuri	Radiant Morning Star!
		Judith: On sale!	
		Estelle	That's so cool...
	No.136～	Karol	Radiant Morning Star!
		Yuri: Look (ken)!	
		Judith: Charge (zan)!	
		Estelle	So cool...
Yuri Estell Rita Raven	No.57~	Estelle	Our weapon is love!
		Yuri	Justice!
		Raven	Manly charm!
		Rita	...Stop that......
Yuri Estelle Rita Raven does	Up to No.103: Narrow victory Meet the victory conditions, and Yuri Raven delivers the finishing blow Raven	Rita	Are you worn out?
			More enemies keep coming.
			Whew, this is tough.
		Estelle	Let's do our best!

● Battle Voice Data

Members Conditions		Voice conter	
Yuri Estelle Rita Raven	No.111~: Yuri Kiryuu Meeting the profit conditions, Raven delivers the finishing blow	Raven	Whew, this is tough.
			You're getting old, after all
		Rita	You're an old man, after all
		Estelle	You're at an age where you can't push yourself anymore, huh
		Raven	Would you even call her "Mommy"?
Yuri Estelle Raven Flynn	No.151 ~	Estelle	Our weapon is love!
		Yuri	Justice!
		Raven	Manly charm!
		Flynn	Captain Schwein......
Yuri Estelle Judith stabs Raven (Ren)	Estelle delivers the finishing blow to Flen	Estelle	The journey is a battle every day!
			Don't be so reckless...
		Judith, being a guardian must be tough	
		Yuri, you're such a worrier...	
Yuri Estelle Judith Patty	No.129 ~	Judith: No problem	
		Patty	No problem.
		Yuri	They're at the age where they want to imitate others......
		Estelle	So cute ♪
Yuri Lapid Karol Raven	No.111~No.128 Karol	Yuri	There's no flair
		Raven	Let's add a girl ♪
			Take out Raven
		Raven	That's not fair
		Lapid	Waf~n
	No.130 ~	Karol	We won!
		Yuri	Nice!
		Rabido	Fōōn!
		Raven	Manly-smelling one, go!
Yuri Lapid Rita Judith	No.57~: Within 5 seconds Win	Lapid	Fōn!
		Judith	Oh, where are the enemies?
		Rita	Defeated them all
		Yuri	That was truly an instant kill.
Yuri Karol Rita Raven	No.111~: Raven delivers the finishing blow with a Mystic Arte	Karol	A-amazing...!
		Yuri	As expected from years of experience, huh
		Raven	Praise me mor
		[Rita	e, praise me more—it's annoying!
Yuri Karol Rita Judith	No.57 ~	Karol	We're the No. 1 guild
		Yuri	Radiant Morning Star!
		Judith: On	sale!
		Rita	Because it's embarrassing....
	No.57 ~	Karol	Our weapons are!
		Rita	Wisdom and
		Judith: charm and	
		Yuri	This sword!
	No.111 ~	Karol	Radiant Morning Star!
		Yuri	Look (ken)!
		Judith	San (Zan)!!
		Rita	Because it's embarr
	No.136 ~	Karol	It's a small guild for now, but
		Yuri	I'll make it bigger
		Judith, our dignified morning star!	
		Rita	Because it's embarrassing....
Yuri Karol リタ Raven (Ren)	No.151 ~	Yuri	The path will form before me!
		Karol	We will make the path ourselves!
		Flen	My sword will carve the way!
		Rita	How suffocating...
	No.126 ~	Yuri	Our weapons are swords,
		Rita	and magic!
		Karol	Unity!
		Raven (Ren)	It's decided

Members Conditions		Voice Content	
Yuri Karol Raven Judith	No.57 ~	Yuri	Our weapons are!
		Karol	Courage and!
		Raven	Youth and
		Judith	Gracefulness
		Yuri	Are you just longing for what you don't have.....
Yuri Karol Judith Pattie	Up to No. 95: Yuri or Patty will deliver the final blow	Patty	Yuri, our love is victorious!
		Yuri	Yeah, yeah......
		Judith, is that coldness just the flip side of affection?	
		Karol	Ai... What is "ai"......?
	No.137 ~	Karol	Radiant Morning Star!
		Yuri	見 (Ken)!
		Judith San (San)!	
		Patty	Well done, indeed.
	No.103 ~	Karol	It's a small guild for now, but
		Yuri: I'll make it even bigger	
		Judith: We are the gallant Morning Star!	
		Patty	Well done, indeed.
Yuri Rita Furen Patty	No.103 ~	Yuri	Our weapons are swords and—!
		Rita	Magic and!
		Patty	Thrust!
		Furen	That's not it...
Estelle Rapedo Rita Judith	No.130 ~	Judith The beauty squad is invincible	
		Estelle	The beauty squad looks great, doesn't it?
		Lapid	Fōn!
		Rita	You're a male, aren't you?
Estelle Rapido Judith Patty	No.130 ~	Judith The beauty squad is invincible	
		Estelle	The beauty squad looks great, doesn't it?
		Rapido	Fōn!
		Patty	Will Rapido join the party too?
Estelle Karol Rita Judith	Up to No.81: Estelle Either Karol or Judith Su finishes them off	Karol	Victory pose!
		Judith	Pose!
		Estelle	Bows
		[Rita	I can't keep putting up with this...
	No.138 ~: Estelle or Karol or Rita or Judith dis delivers the finishing blow Estelle does	Karol	Victory pose!
			Pose!
			Pose!
		Rita	
	No.136 ~Karol Delivers the Finishing Blow	Karol	How about that!
		Rita	You're getting overly enthusiastic, you know.
		Estelle	You're spoiled for choice, aren't you ♪
		Judith: Oh my, you have many interests, don't you.	
		Karol	I-I'm devoted...!
Estelle Karol Rita Pattie	No.103 ~	Patti	All's well that ends well, it's the Spespe Manjuu Crab, you know.
		Karol	What does "subesube" mean?
		Rita	That's not the place to make a joke about that
		Estelle	I'm curious too...
	No.103~: Estelle Is it Karol or Rita or Ba Tia delivers the finishing blow	Karol	Victory pose!
		Estelle	Pose!
		Rita	Pose!
		Pattie	It's a pose!
Estelle Karol Judith Patty	Up to No.103: Estelle Ruka or Karol or Judy Su finishes them off	Karol	Victory pose!
		Judy	Pose!
		Estelle	Pose!
		Patty	Oh! It's decided!
	No.103~: Estelle or Karol or Judy Estelle S will finish it off, stabs	Karol	Victory pose!
			Bows!
		Judy	Pose!
		Patty	I'm Boze!

●Battle voice data

Members	Conditions	Voice Content	
Estelle Rita Raven Patti	No.103~ Easy win Estelle Beneficial Raven	Patty	Fight more flamboyantly than Karei
			Karei's... ah, that's a pun!
		Raven	So you're really going to say that......
		Rita	As expected, Pokekiller
Estelle Rita Judith Patty	No.130～	Judith	The beauty squad is invincible
		Estelle	The beauty squad, nice vibe
		Patty	The beauty squad, we di
		Rita	Do you call yourself a bea
	No.136～	Rita	Don't underestimate me just because I'm a woman
		Judith:	Beautiful things have thorns
		Estelle:	She's full of thorns though
		Patty	Estelle's thorn just pierced me now
Rapido Rita Judith Patty	No.103~: Within 5 seconds Defeat Judith	Rapido	Dawn!
		Judith:	Oh, who are the enemies?
		Rita	Defeated them all
		Patty	That was zero challenge.
Karol Rita Judith Raven (Ren)	No.126～	Karol	Our weapons are!
		Rita	Wisdom and
		Judith:	charm and
		Fren	A heart of justice!
Karol Rita Judith Patty	No.103~ Karol KARITA or Judith or Patty delivers the finishing blow to Rita Stab	Karol	Victory pose!
		Judith	Pose!
			Pose
		Patty	I'm Boze!
Yuri	Cleared 30 defeats	Yuri	I was hungry, so this was perfect.
	Cleared 50 kills	Yuri	That was a good warm-up.
	Cleared 80 kills	Yuri	That was a pretty satisfying fight.
	Cleared 100 kills	Yuri	Hmph, now that's a refreshing victory!
	Cleared 200 kills	Yuri	I've finally reached this height!
Estelle	Cleared 30 kills	Estelle	Thank you for the match!
	Cleared 50 kills	Estelle	Good work!
	Cleared 80 kills	Estelle	I never imagined I could do this much...
	Cleared 100 kills	Estelle	I've never felt such a sense of accomplishment...!
	Cleared 200 kills	Estelle	Heh heh... I'm already doing my best just to stand...

Members	Conditions	Voice content	
Rapido	Clear 30 kills	Rapido	Wah~ (yawn)
	Clear 50 kills	Rapido	Woof!
	Clear 80 kills	Rapido	Woof! Woof!
	Cleared 100 kills	Rapido	Fōn!
	Cleared 200 kills	Rapido	Fawn! Woof woof woof!
Karol	Cleared 30 kills	Karol	Piece of cake!
	Cleared 50 kills	Karol	My body's gotten pretty warm.
	Cleared 80 kills	Karol	I did it!
	Cleared 100 kills	Karol	100 kills, achieved!
	Cleared 200 kills	Karol	This will give me confidence...
Rita	Cleared 30 kills	Rita	This is such a waste of time.
	Cleared 50 kills	Rita	You're a thousand years too early to deal with me.
	Cleared 80 kills	Rita	Come at me with more of you!
	Cleared 100 kills	Rita	This is the gap in ability between you and me.
	Cleared 200 kills	Rita	I-I did it......!······Ah......
Raven	Cleared 30 defeats	Raven	Fighting mooks is tiring to
	Cleared 50 defeats	Raven	No matter how many shots a poor marksman fires, they wo
	Cleared 80 defeats	Raven	Oh, come on~
	Cleared 100 defeats	Raven	Whew — it's finally over.
	Cleared 200 defeats	Raven	Hey old man, can I go to sleep now......?
Judith	Cleared 30 defeats	Judith:	Oh? Is it already over?
	Cleared 50 defeats	Judith:	Isn't it just getting started?
	Cleared 80 defeats	Judith:	This feels great, I love this sensation
	Cleared 100 Kills	Judith:	Heh, that was quite a wonderful fight.
	Cleared 200 Kills	Judith:	I'm so strong it's scary, even to myself.
Raven (Ren)	Cleared 30 Kills	Raven (Ren)	Is that all?
	Cleared 50 Kills	Raven (Ren)	That was entertaining.
	Cleared 80 Kills	Raven (Ren)	It was... a good fight.
	Cleared 100 Kills	Raven (Ren)	This result is the most certain proof of how it feels...
	Cleared 200 Kills	Raven (Ren)	This summit I have climbed to!
Patty	Cleared 30 Kills	Patty	I can't bring myself to go all out against a weak medaka.
	Cleared 50 Kills	Patty	The bones were more substantial than sardines
	Cleared 80 Kills	Patty	They had about the same chewiness as squid
	Cleared 100 Kills	Patty	It's more exhilarating than hauling in a tuna!
	Cleared 200 Kills	Patty	Right now I feel like I could even beat a whale!

COLUMN

Yuri & Flynn's Combined Mystic Arte Exchange

The combined Mystic Arte "Martial God Twin Wave (Mushin Sōtenha)" performed by Yuri and Flynn changes its lines and cut-in depending on which character initiates the combined Mystic Arte. The differences in lines are as follows.

When Yuri initiates	Here we go, Flynn! Haaaaaaah! / I'll finish this! / I'll show you! / Pierce through! / Martial God...... / Twin Wave! / Nice one, Flynn
When Flynn initiates:	Here I go, Yuri! Haaaaaaah!/ I'll finish this! / I'll show you! / Pierce through / Martial God...... / Twin Wave! / As expected, Yuri

8398 Damage!
10 Hits
Martial God Twin Isle

The voice is centered on the initiating character, but the line "Martial God ······ 'Twin Wave!'" is spoken by both of them together.

● Event battle victory voice

Conditions	Order		Voice contents
No.2: Defeat Adekōru (1) & Bokkosu (1)	1	Yuri	Be grateful. I put up with training with you.
No.3: Defeat Knight Fencer ×2 (first battle)	1	Yuri	Good work.
No.3: Defeat Knight Fencer ×2 (second battle)	1	Yuri	Damn. Is that what a knight does?
No.5: Defeat Zagi (2)	1	Yuri	I don't look like Flynn, do I?
	2	Estelle	You're totally different, right?
No.14: Defeat Egg Pair	1	Karol	I'll twist this with my power!
	2	Rappido	Wow~?
	3	Estelle	Rapido also did his best
	4	Yuri	Thanks for the follow
No.21: Defeat Goliath	1	Rita	I won't allow the misuse of magic devices!
		Estelle	Is that the person Yuri was looking for?
	2	Yuri	Let's chase them down and beat them up
		Estelle	We need to capture them and hear what they have to say
	3	Karol	No time to rest?
		Estelle	Let's handle this peacefully......?
No.22: Defeat two Otaota that attack the magical core thieves & Gekogeko	1	Yuri	Do you think you can win with a sneak attack?
		Karol	Sneaking up from behind like that is cowardly
	2	Rita	Monsters don't think about anything, you know.
		Estelle	I can't lose in a place like this.
No.25: Defeat Adekōru (2) & Pokkos (2)	1	Yuri	Good work on the mission.
		Estelle	I'm sorry, I can't go home.
	2	Estelle	I'm sorry... I...
No.27: Defeat Gattuso	1	Karol	I-I-I won!
		Rita	Hmph, piece of cake, right?
	2	Estelle	With this, the town of Harul is safe too.
		Rita	What a useless victory
	3	Yuri	Well, I wonder about that
		Rita	I wish that were the case
No.28: Defeat 3 Leton	1	Yuri	Tch, so this isn't over yet?
No.31: Defeat Ribgaro	1	Yuri	This isn't the end, right?
		Estelle	With this, we can meet the governor
	2	Karol	It still looks like it's going to be tough...
		Estelle	I have to meet the governor...
No.35: Defeat Bandit (1)	1	Yuri	Are these guys also related to the magic core thieves...?
		Estelle	What on earth is the governor plotting...?
No.35: Defeat Zagi (3)	1	Yuri	Don't ever show your face again.
		Rita	I don't like this guy.
	2	Estelle	I agree.
		Rita	What, is this guy one of your friends too?
No.37: Win against two Spiky enemies (Togetoge ×2) & Haribari that appear in the Fatal Strike tutorial	1	Yuri	That was exhilarating.
	2	Karol	Ah, amazing, Yuri......
		Estelle	Yuri, that was amazing......
No.38: Defeat the Awe-Inspiring Colossus	1	Yuri	Why is there such a huge monster......
		Estelle	I'm still nervous
	2	Rita	Huh? Where's the brat?
		Estelle	But, we won......!
	3	Lapid	Waon?
No.45: Defeat 2 Sainossus & 2 Basilisks	1	Yuri	Don't let your guard down, the next one will come right away!
		Estelle	Why are there so many monsters... why?
No.45: Defeat 2 Clubmen & 2 Beetles	1	Rita	It won't end like this!
		Lapid	Fōn!
No.45: Defeat Zang & 2 Bronzes	1	Lapid	Paffo
		Yuri	Break the barrier, or normal
	2	Yuri	They're doing something violent...
		Estelle	We have to fix the magic device quickly...!

● Battle Voice Data

Conditions	Order	Voice contents	
No.47: Defeat Gigaralva	1	Karol	Now the town can finally relax
		Estelle	Honestly...... I was so surprised......
	2	Yuri	It's too early to relax.
		Raven	Feeling lucky and happy.
	3	Rita	Aear is still rampaging.
		Lapid	Wahf
		Estelle	There is still an uneasy atmosphere.
No.49: Defeat Don	1	Yuri	Huff... Huff... Is he a monster, this old man...
No.56: Defeat Valbos	1	Yuri	Don't get up anymore.
		Rita	Are you still struggling in vain?
		Fren	Your ambition ends here!
	2	Estelle	This is the end — prepare yourself!
		Rita	Shall I finish you off with one more blow?
No.63: Defeat Jaeger (1)	1	Estelle	The Empire protecting evil — how could that be!
		Judith	What troubled people they are.
	2	Yuri	There's no way I'm letting you get away.
		Judith	Oh, that happens all the time.
	3	Karol	We have to catch them.
		Judith	Take a splash of water and reflect on your actions.
No.67: Defeat 5 Predants at Sea	1	Raven	Finished by filleting into three pieces!
		Karol	Do you have paper and ink?
	2	Rita	What are you going to do with that...?
		Karol	Are you... going to eat it...?
	3	Yuri	Take it seriously.
		Karol	Monsters taste bad...?
No.69: 2 Anchor Ghouls & 3 Poltergeists appearing in the captain's cabin Defeat	1	Yuri	A bit underwhelming.
		Raven	This is a fun place ♪
		Judith	I wonder what will come next?
		Karol	You've gotten used to this place too, haven't you?
	2	Rita	I've had enough, I want to go home...
		Lapid	Kyuīn (squeal/whirring sound)
No.69: Defeat the Roaming Corpse Fierce Warrior (1)	1	Yuri	So, what was that just now?
		Raven	Please rest in peace properly
		Rita	I, I hate this ship already!
	2	Patty	Hmm... m-mmm...?
No.74: Defeat the Erunga	1	Yuri	Well, this should be enough for a warm-up.
No.74: Defeat Jugemu	1	Yuri	Still, piece of cake.
No.74: Defeat Joan	1	Yuri	What? Is that all you've got?
No.74: Defeat Zagi (4)	1	Yuri	What a strange arm you've got there.
		Raven	You won't die a decent death, will you?
		Rita	That arm is making a dangerous noise...!
	2	Judith	I won't let you get away with it.
		Raven	Ha ha ha, you worthless human.
		Estelle	I feel sick......
		Rita	I won't forgive anyone who belittles a magitech device
	3	Lapid	Wahf?
		Raven	Judith-chan's eyes are scary
		Karol	Judith? What's wrong?
No.75: Defeat Etan×2 & Titanu×2 immediately after arriving at Kados's throat		Yuri	They're a nuisance no matter where they go
		Karol	Why is Raggi-san involved?
		Rita	Understood, their misdeeds...... !
		Lapid	Waoon, wan-wan!
No.75: Defeat Pterops	1	Rita	Good grief
		Raven	Oh my, what a surprise — it's a monster
		Karol	We beat a strong one!
	2	Karol	More importantly, Ragi, um...
		Estelle	More importantly, hurry up
		Judith	Now is not the time to bask in victory

Conditions	Order	Voice contents	
No.79: Defeat the Outbreaker	1	Yuri	We did defeat it, but...
		Rita	There's still room, th-this kind of
		Karol	It's hot and strong......
	2	Estelle	I'm already... exhausted......
		Rita	Everyone's staggering......
		Raven	This is insane......
		Patty	Don't lose to the heat, you know......
	3	Karol	I'm done for...
		Rita	Pull yourself together...!
		Judith	What on earth is this......?
		Rapid	Wahu......
No.87: Defeat Aiyu & Pepe ×2 & Orju	1	Yuri	Raging around as you please
		Estelle	Quickly treat everyone who is injured...
		Raven	Don isn't going to stay quiet about this, huh
No.87: Defeat Berius	1	Yuri	Has it stopped...?
		Estelle	Because of me...
		Judith	I'm sorry...
	2	Karol	But why...
		Estelle	Because of me...
		Rapido	Kuhn...
		Judith	...... (sigh)
No.90: Defeat the three Prons immediately after reaching the House of Depravity	1	Yuri	Did I go a little overboard?
		Rita	I can't afford to get held up in a place like this
		Raven	Alright then, let's get on with it quickly
No.91: Defeat the two Prons & two Fanes immediately after infiltrating the House of Depravity (battles in the back room on the 2nd floor are the same)	1	Yuri	I won't let the old man be killed
		Raven	Don's doing too much on his own
		Rita	I need to ask about the secret of the Holy Core
No.95: Defeat Tison & Nan	1	Karol	Maybe I was a bit too forceful...
		Judith	Shall I hurt them a little more...?
		Yuri	Anyone who hurts our comrades is an enemy.
	2	Yuri	No mercy for the enemy.
		Judith	That's about the right amount, isn't it?
		Rita	Were you holding back?
	3	Judith	I'll protect you; Baul will —
		Lapid	Woof!
		Estelle	I won't tolerate unjust violence!
No.101: Defeat 2 Knight Bishops & 2 Knight Halberd A	1	Yuri	I won't let you pass.
		Estelle	You shall not pass here!
		Judith	It'll never end, will it?
		Patty	Let's all protect Rita's fields together!
No.109: Defeat Schwan	1	Yuri	We won't show mercy to anyone who gets in the way.
	2	Karol	But it's Raven...
		Patty	It's Raven...
	3	Rita	It doesn't matter...
	4	Judith	Is she saying that from the bottom of her heart?
		Lapid	Kuuun...
		Raven (Ren)	Captain Schwein......
No.112: Defeat Zagi (5)	1	Yuri	How far are you going to chase me?
		Rita	What is this guy...?
	2	Karol	I never thought it would come to something like this......
		Judith	Let's finish this here.
		Rita	Until your life ends.
	3	Lapid	Woof!
		Raven	Thanks for coming all the way from afar.
		Rita	Dealing with the fool, I'll leave the rest to you.
	4	Raven (Ren)	This man is not normal......
		Patty	You really never get tired of it, do you?

Battle Voice Data

Conditions	Order		Voice contents
No.117: Defeat Bytejoe (2)	1	Karol	I will protect the guild…!
	2	Patty	He's a handsome one, Karol
	3	Yuri	Don't go alone and show off
	4	Rita	You messed up
		Judith	But I did my best
		Raven	Because there's an old man too
No.126: Defeat Estelle (2)	1	Yuri	Wake up! Estelle!
No.127: Defeat Jaeger (2)	1	Raven	Is this guy also with Alexei…?
		Rita	They're all idiots..!
		Karol	Are they similar to Raven……?
		Judith	I won, but……
	2	Yuri	They're kindred, I guess
		Estelle	Poor thing……
		Karol	But, but…..
		Patty	How pitiful……
	3	Karol	Is something like this possible······!?
		Estelle	Somehow………………
		Judith	I'm not satisfied.
		Lapid	Quon…
	4	Raven (Ren)	••••••••••••
No.128: Defeat Alexei	1	[Yuri	I'll let you off around here.
		Raven	Sorry, boss.
		Patti	The game of tag ends here.
	2	Estelle	The law will judge the rest.
		Judith	Leave matters of the Empire to the Empire.
		Karol	The rest is Flynn's job.
		Raven	The Empire will take care of the cleanup afterward.
	3	Karol	I wonder if they'll do it properly?
		Raven	Stripping the knight commander of his title, perhaps……
		Judith	This apology won't make things right.
		Rita	Will you do it properly?
	4	Raven (Ren)	Face judgment and atone for your sins, Alexei.
No.136: Defeat the Daybreaker & Nightbreaker	1	Yuri	Piece of cake!
		Rita	Hmph, that was light.
		Karol	That was sickening…
	2	Estelle	Is the town alright?
		Rita	Is now the time to be basking in the afterglow?
		Raven	Well then, what should we do~
	3	Karol	Let's go quickly!
		[Rita	I'll go take a look.
		Judith	This looks a little dangerous.
		Lapid	Waaah!
	4	Patty	Hurry!
No.140: Win against Gushios	1	Karol	Was there no choice but to defeat it…?
		Judith	If at least this can save them…
		Estelle	I'm sorry for making it hurt…
		Rita	There was no choice but to defeat it…
	2	Yuri	This is the best we can do.
		Judith	If at least this can save them…
		Estelle	There was no other way to do this…
		Rita	It can't be helped; it's unfortunate, but…

Conditions	Order		Voice Content
No.142: Defeat the Chrome Dragon	1	Judith	You've been watching over me all this time......
		Estelle	I will take care of your wish.
		Raven	You've been watching over us all this time......
		Karol	We'll stop the Duke.
	2	Yuri	Leave the rest to us.
		Estelle	Your wish surely.....
		Raven	Leave the rest to us (male speech)
		Karol	Leave the rest to us (neutral/young male speech)
	3	Patty	I will surely make it come true
No.145: Defeat the Wandering Corpse's Fierce Warrior (2)	1	Patty	Cypher......
	2	Yuri	What on earth is this thing?
		Estelle	Isn't this... a monster?
		Raven	Phew—. It's creepy......
	3	Judith	I'd like to hear what's going on.
		Rita	I'm going to get you to tell me the circumstances.
No.147: Defeat the Horde of Monsters	1	Yuri	As expected of the Knight Commander.
	2	Raven (Ren)	You've improved your skills too.
No.149: Defeat Flynn (2)	1	Yuri	We won......!?
No.151 Defeat Zagi (6)	1	Yuri	Just drop dead already.
		Judith	Persistent people are disliked, you know?
		Raven	Otaku aren't that free, you know.
	2	Estelle	Don't bother me!
		Lapid	Woof woof woof!
		Rita	This is the end for you!
	3	Raven (Ren)	Zagi, what a pitiful man...
		Patty	He's a vindictive man.
No.151: Defeat Duke (2)	1	Karol	We won!
		Yuri	Give it up, Duke!
		Estelle	Let's finish this once and for all!
		Raven (Ren)	We will protect the world in our own way
		Patty	No one can stop what we believe in!
		Lapid	Fōn!
Defeat the one clothed in rainbow wings	1	Raven (Ren)	Duke, this is the end for you!
		Yuri	You can't stand up anymore, can you?
		Estelle	This means you've lost!
		Rita	It's over now
		Raven	Let's call it quits already.
		Judith	Sleep well
Defeat the warrior who rebelled against the heavens (1)	1	Yuri	I would like to spar with you again
		Estelle	Who on earth could it have been...?
		Karol	W-who?
		Rita	Let's get out of a place like this quickly!
		Raven	I won't forgive anyone more handsome than me
		Judith	That was quite a lovely fight
		Rapido	Waon!
Using Rapido's secret art "Slash!!" for the first time 勝利	1	Karol	Rapido, what's the name of that move?
		Estelle	Rapido's lovely move, what's its name?
		Judith	Oh my, what's that move called?
	2	Lapid	Foan
	3	Rita	"Slash and slash!!" would be fine, right?
		Raven	Because it slashes, something like "Slash!!"
		Yuri	Wouldn't "Slash and slash!!" be fine?
	4	Karol	Super sloppy......
		Estelle	So that's...?
		Judith	Oh, simple and lovely

EXTRA

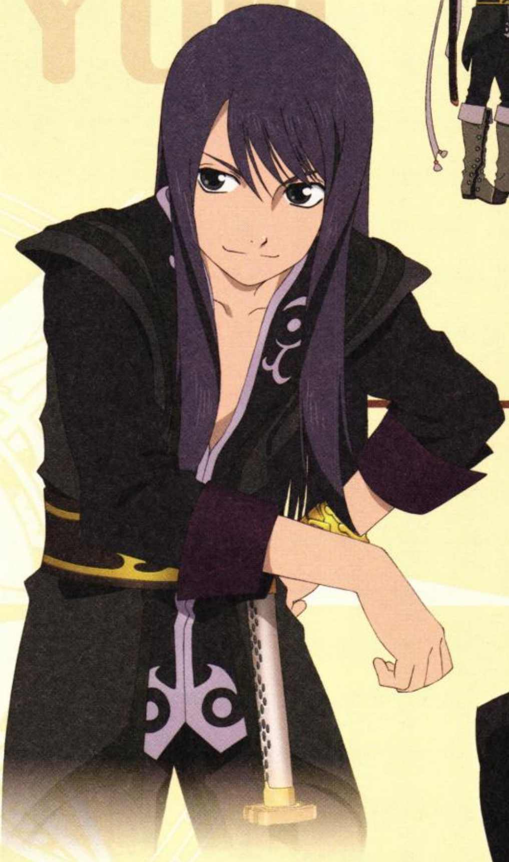
Tales of Vesperia REMA R PERFECT GUIDE

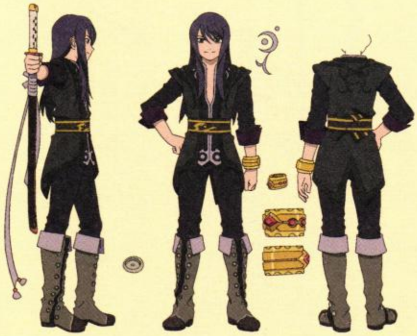
○ Extra

I Ku Su To Ra

EXTRA

Character illustration



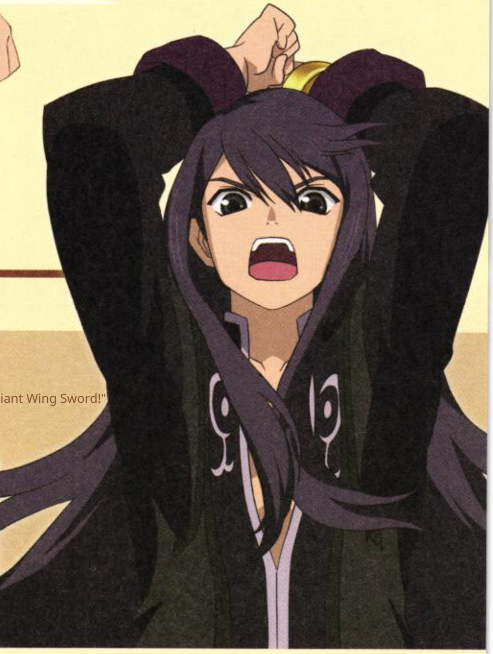


Orthographic Views

Yuri

Yuri Lowell

The outfit, based on black to match the long black hair, features a casual look with a wide-open chest as a key point. The glowing magical device on the left arm is a cherished item obtained during the

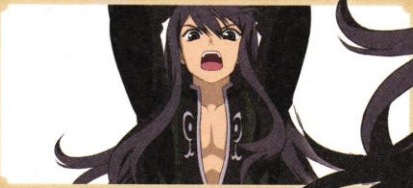


Cut-in

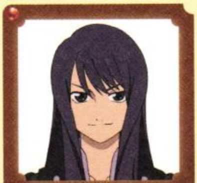
Ten-sho-kou-yoku-ken

Heaven-Soaring Radiant Wing Sword

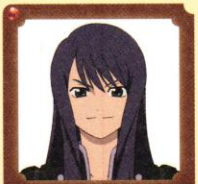
"Fade away, light of the morning star! Take this! Heaven-Soaring Radiant Wing Sword!"



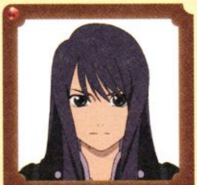
フェイスパターン



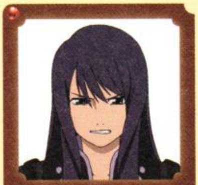
「そういうこと」



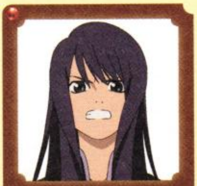
「まあな」



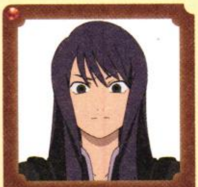
「行くぞ」



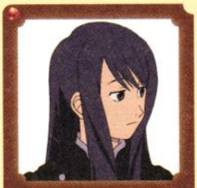
「くそ、最悪だ!」



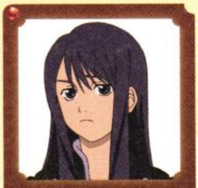
「危ない!」



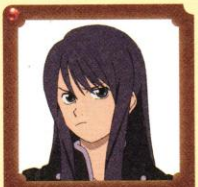
「おいおい……」



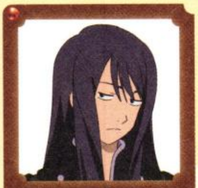
「参ったね……」



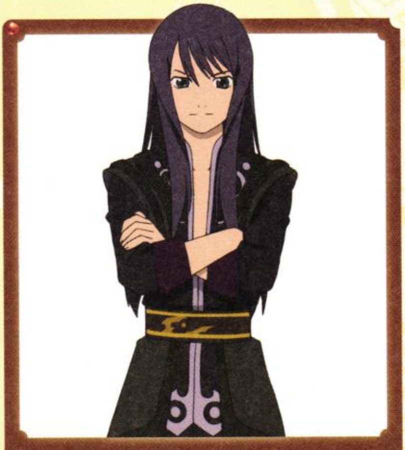
「さあな」



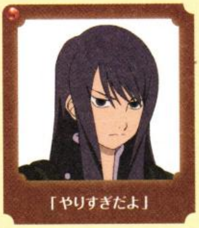
「やめとけ」



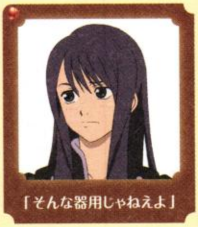
「言いたい放題だな」



「ま、何でも来いってところか?」



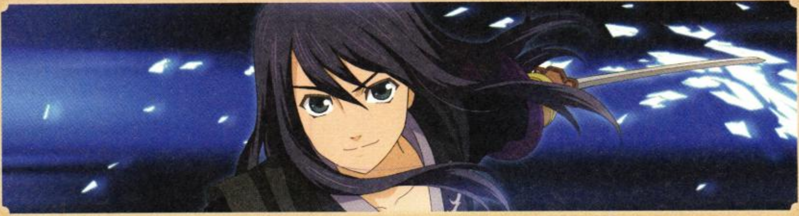
「やりすぎだよ」



「そんな器用じゃねえよ」

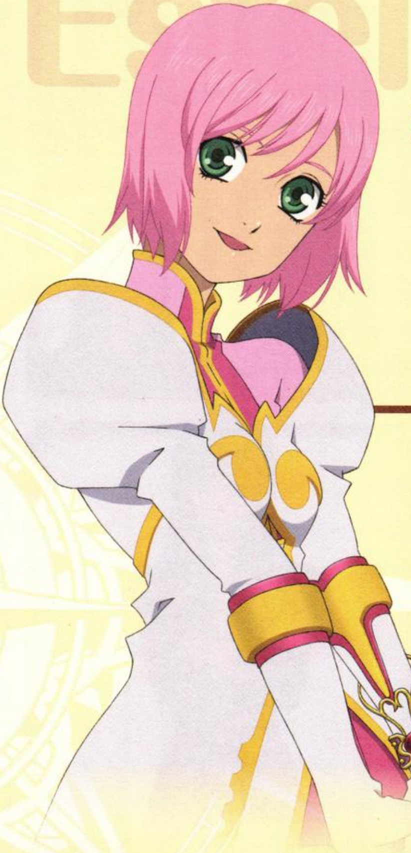
zankourou-eijin

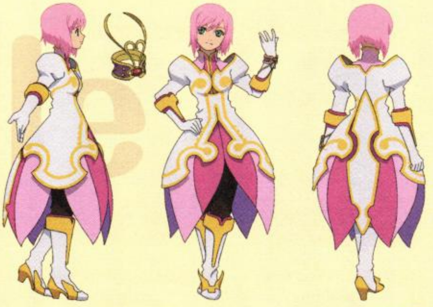
Zan Yi Wolf Shadow Formation



「閃け、鮮烈なる刃!　無辺の闇を鋭く切り裂き、仇なすモノを微塵に砕く!　漸毅狼影陣!」

Character illustration





Orthographic Views

Estelle

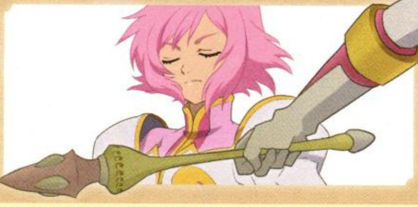
E s t e l l e

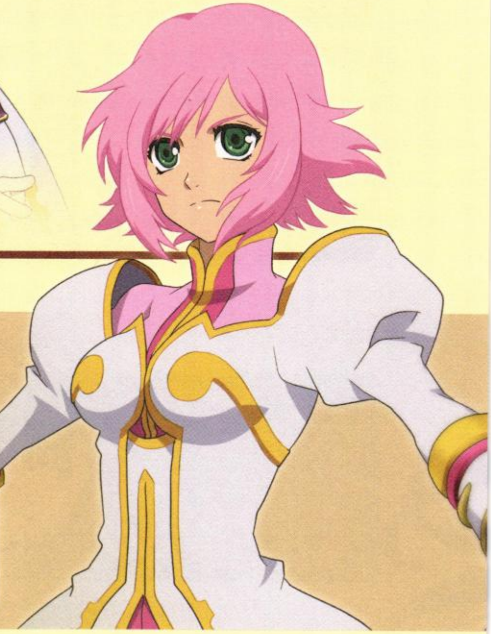
The white jacket reminiscent of armor is the sheltered lady's everyday wear. Her hair, cut short at the shoulders, sways in time with the hem of her skirt, which is utterly charming.

Cut-in

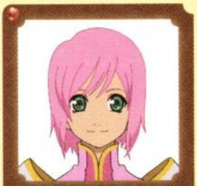
Ultimate Elements

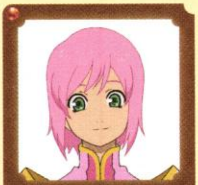
"Source of reason, manifest! Fierce flame, merciless gale,
"Raging surges, myriad emotions, be unleashed! Ultimate Elements!"

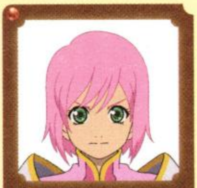


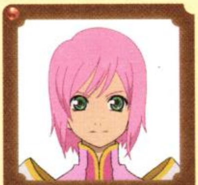


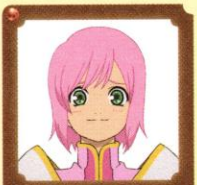
● Face patterns

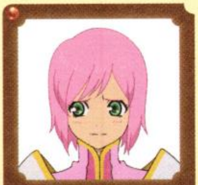

"I'll give it a try"

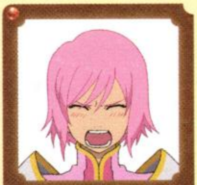

"Is that so?"

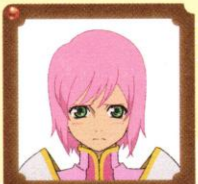

"No way!"

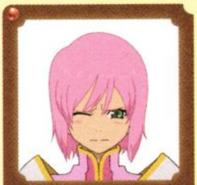

"Yes!"

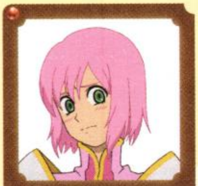

"That's lovely"

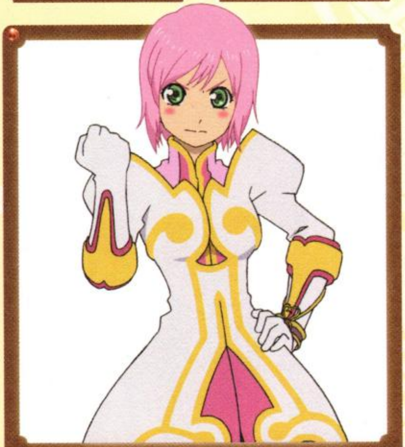

"Um......"

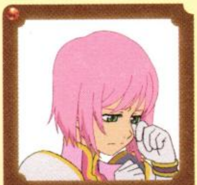

"That's not it!"

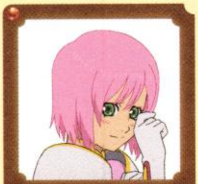

"How mean....."


「!」

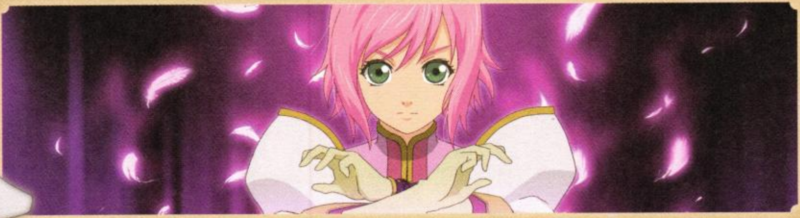

"Ehh!?"


"I will absolutely see it through!"


"What's wrong?"


"That's good."

Sacred Blame

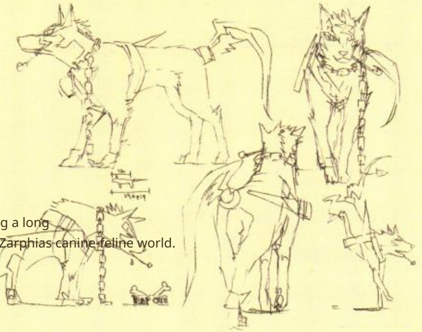

"Mixing with evil, deliver a pure holy judgment to the wicked soul — Sacred Blame!"

• Character Illustration

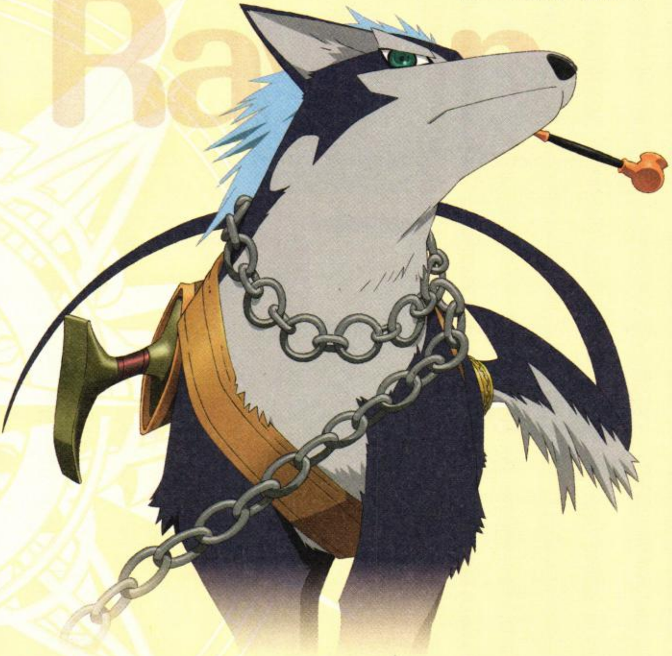
Lapid

Repede

Holding the pipe that was once his master's memento and wearing a long chain around his neck, he has the full presence of the boss of the Zarphias canine-feline world. A favored dagger shines on his right shoulder.



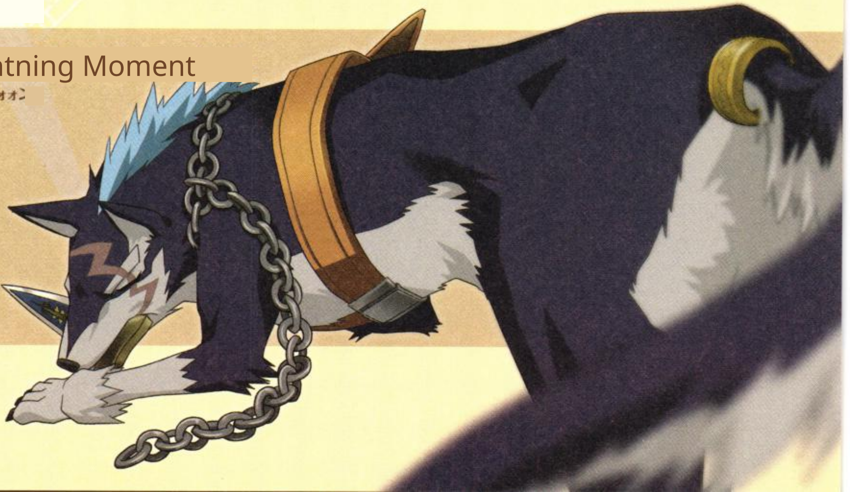
★ Rough Sketch



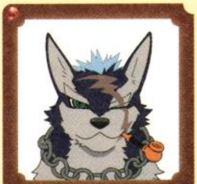
Cut-in

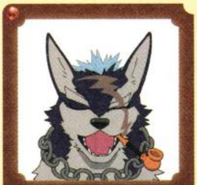
Lightning Moment

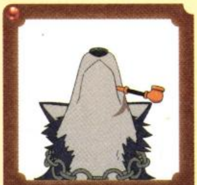
"Wow!"ォオォン

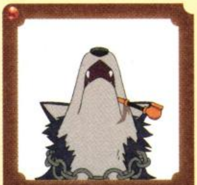


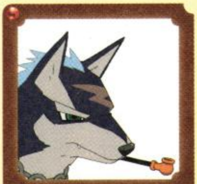
● Face patterns

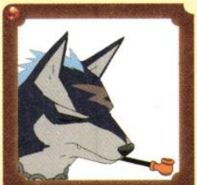

"Wafu"

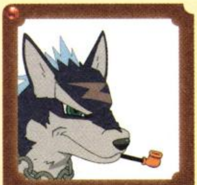

"Gau"

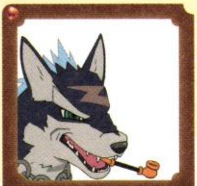

"Waran!"

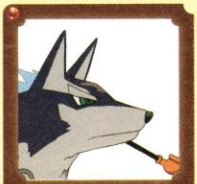

"Waon!"

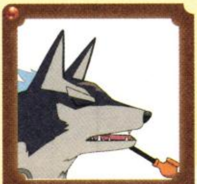

"Uu"

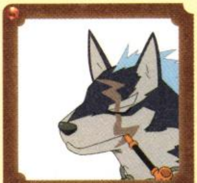

"Gau……"

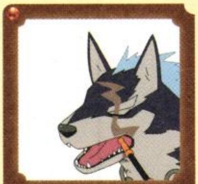

"Wawan!"

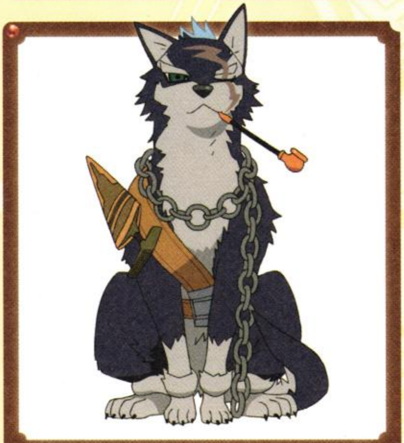

"Guwaau!"


"Wafuu?"

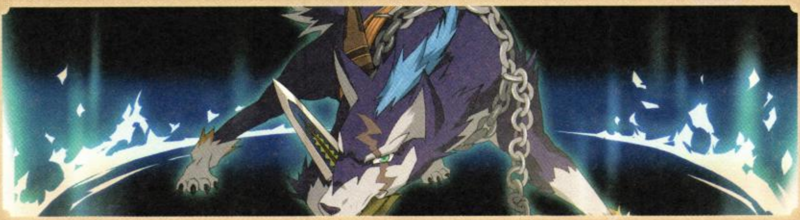

"Kuu"


"… Uu"

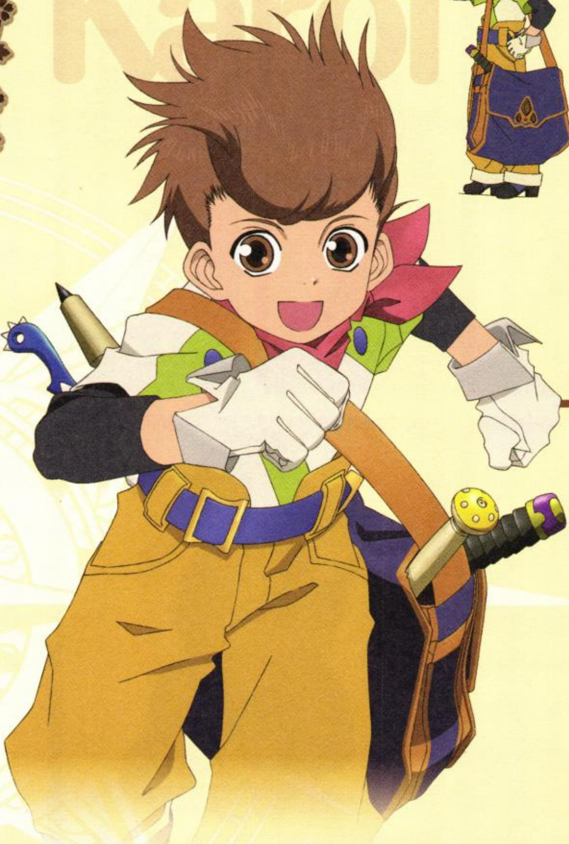

"Grrr!"

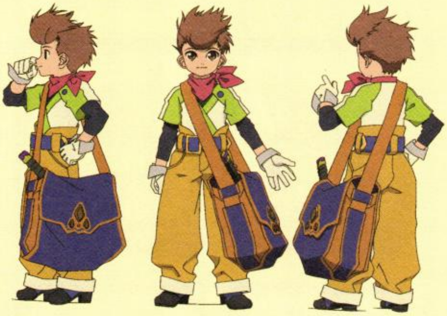

"Wan!"

ざん
Slash!!


"Waaaaooon!"

• Character Illustration





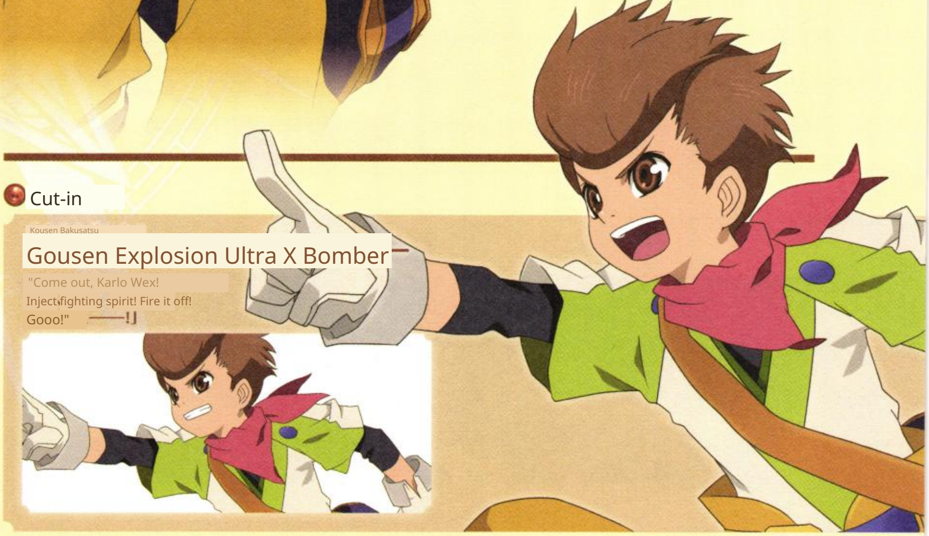
Orthographic Views

Karol

Karol Capel

The eccentric hairstyle that sparks controversy wherever he goes is Karol's trademark. The huge bag buckle issued by his former guild is actually his proud Wakemei Magic Tool (武醒魔導器).

Cut-in

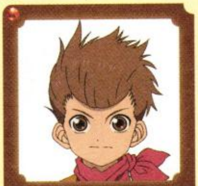


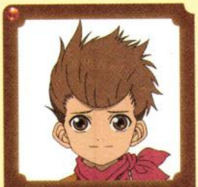
Kousen Bakusatsu

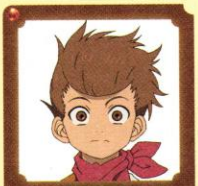
Gousen Explosion Ultra X Bomber

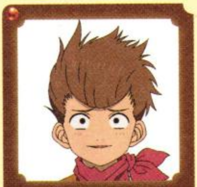
"Come out, Karlo Wex!
Inject fighting spirit! Fire it off!
Gooo!" ——!」

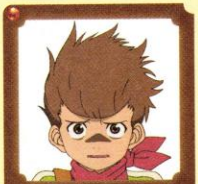
● Face patterns

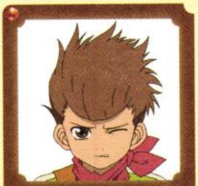

“That's right, isn't it?”

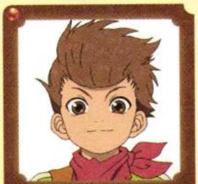

“Hey… ”

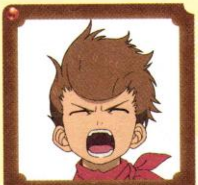

“Eh!?”

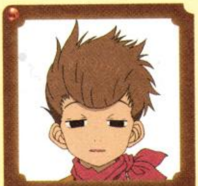

“Oh, come on~”

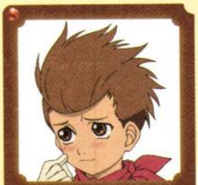

“Ugh……………”

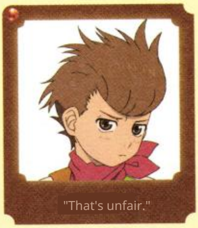

“Ugh”

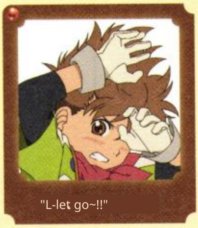

“Did you see it!?”

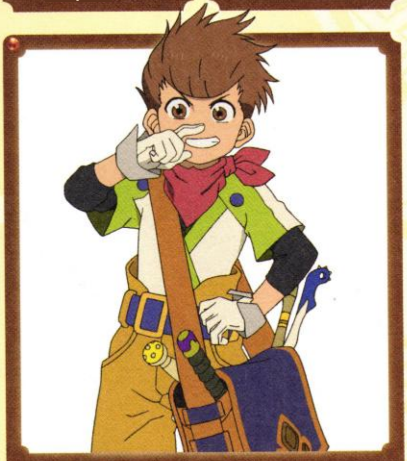

"No, that's not it!"


"You're lively, aren't you……"


"Heh, really...? "

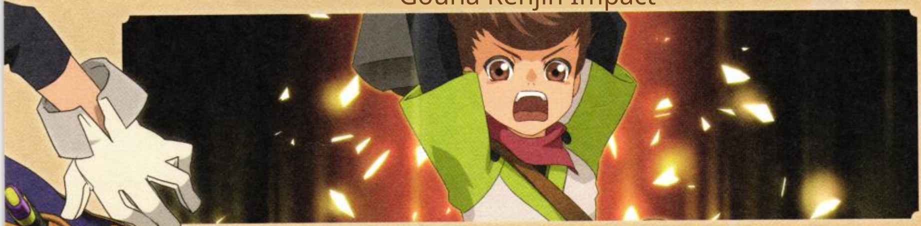

"That's unfair."


"L-let go~!!"

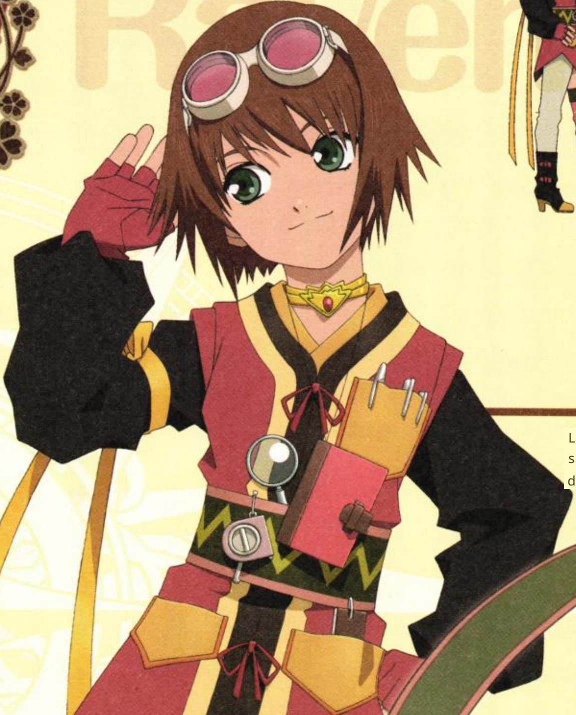

"We're sparkling and invincible no matter what!"

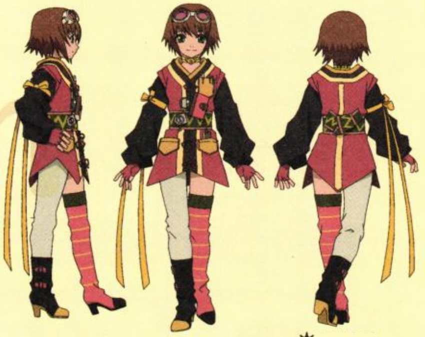
gou harenjin

Gouha Renjin Impact


"I'll strike with all my might! One! Two! Three!"

• Character Illustration





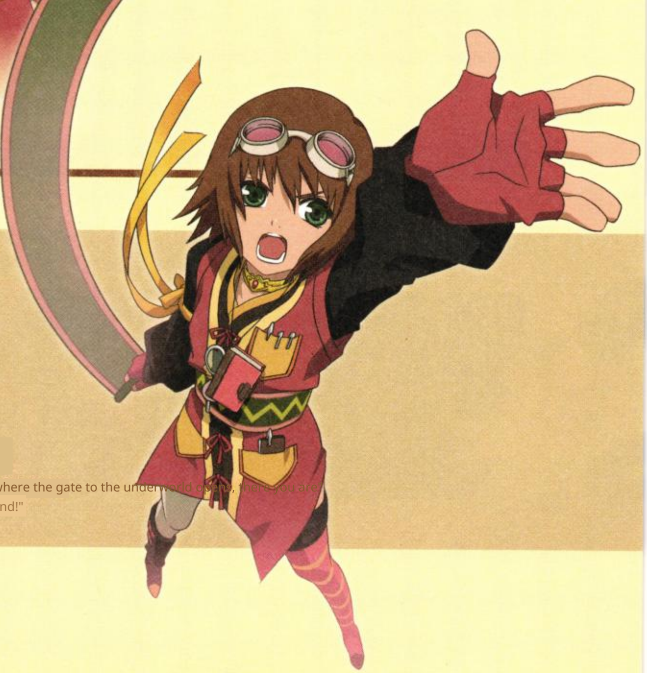
Orthographic Views

Rita

Rita Mordio

Like a researcher of magical devices, Rita's outfit is full of experimental tools. The ribbon tied around her arm enhances her girlishness amid the lively clothing.

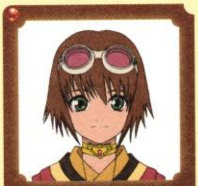
Cut-in

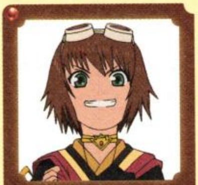


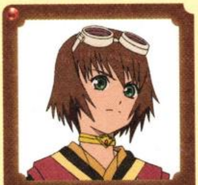
Indignation

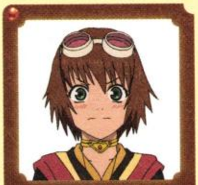
"Where the light of heaven fills, there I am; where the gate to the underworld opens, there you are!"
"Come forth, God's Thunder (Ikazuchi)!"
"This is the end!"
"Indignation!"

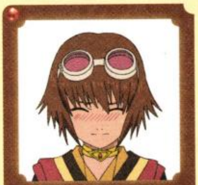
● Face patterns

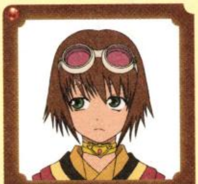

"Yes, that's right."

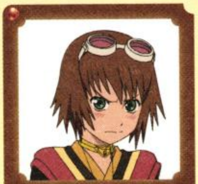

"Hmph!"

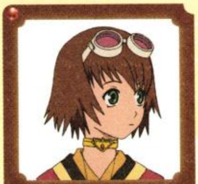

"That's impossible."

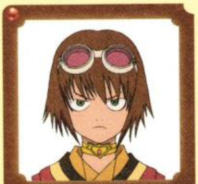

"What are you expecting?!"

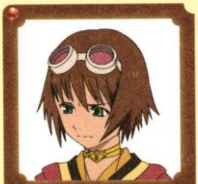

"Ugh, shut up already!"

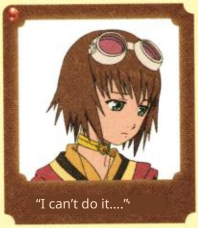

"Is that so?"

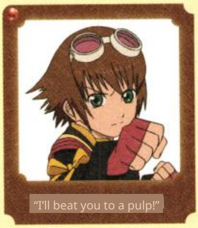

“Th-thank you......”

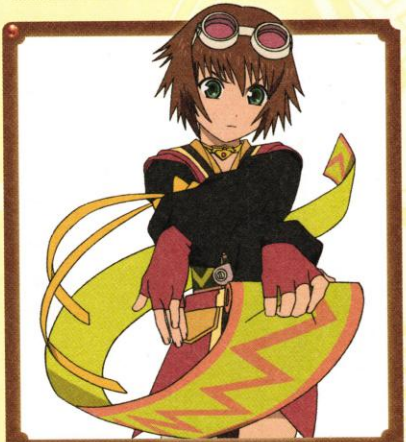

“W-well, isn’t that fine?”


“That sounds dumb.”

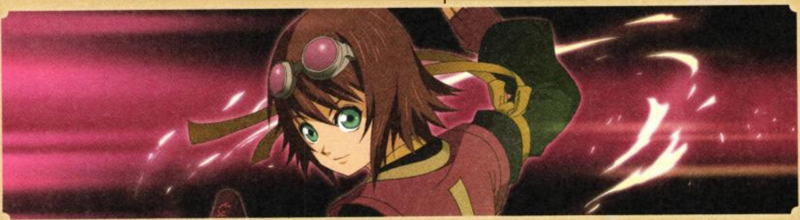

“This is bad.”


“I can’t do it....”

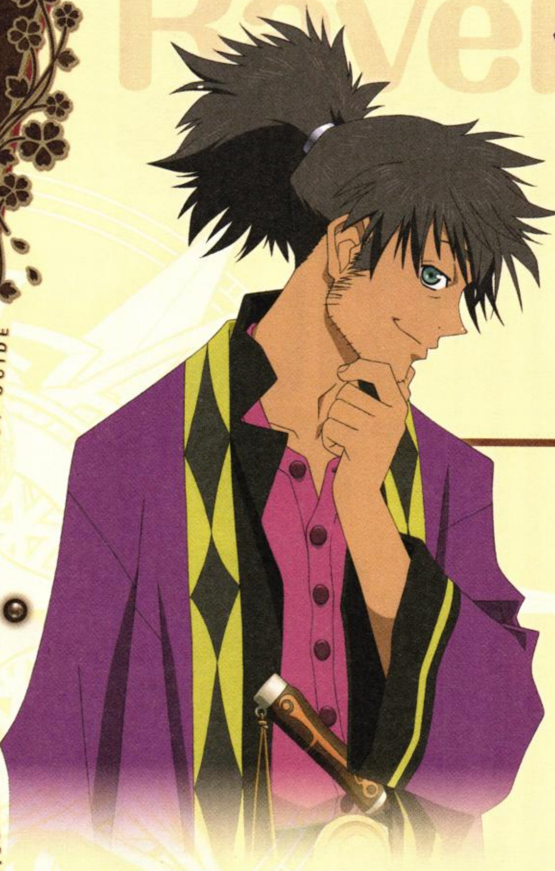

“I’ll beat you to a pulp!”

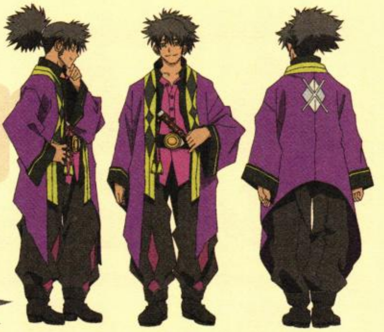

“Drop dead!!!”

Ancient Catastrophe


“Power that is the root of all things, that memory inscribed in ancient times, answer my call and now be reborn here! Ancient Catastrophe!”

Character illustration





Orthographic Views

Raven

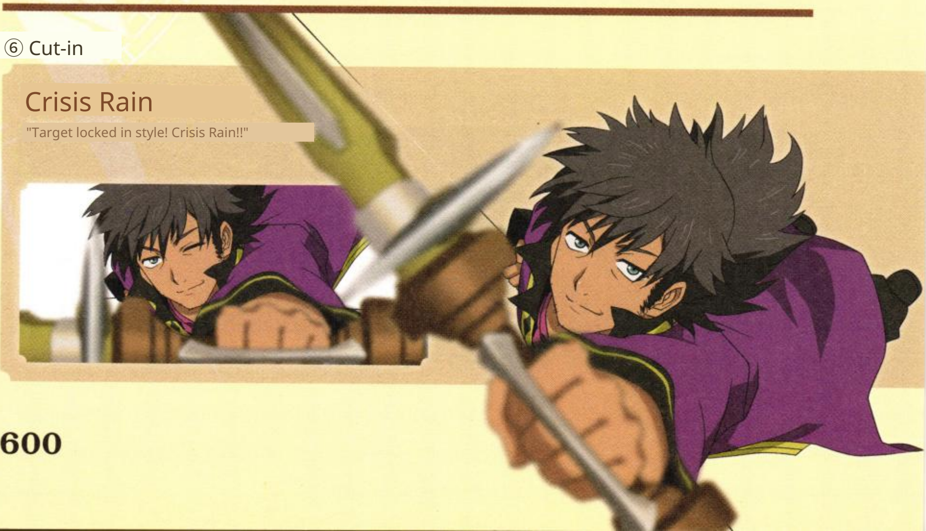
R a v e n

A shady appearance with disheveled hair tied back. Wearing exotic-looking clothes sloppily—could that be a camouflage for a well-trained body?

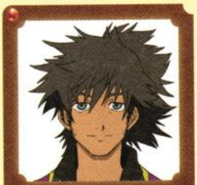
⑥ Cut-in

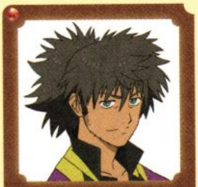
Crisis Rain

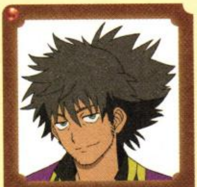
"Target locked in style! Crisis Rain!!"

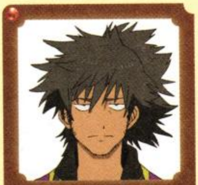


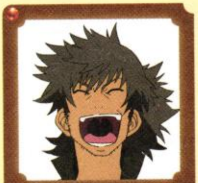
● Face patterns

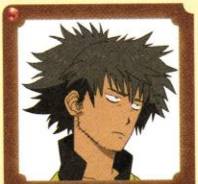

"Yo-yo"

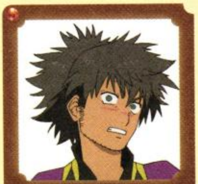

"Kitten!"

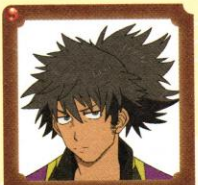

"Hm?"

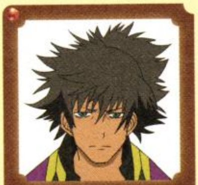

"Listen to the old man."

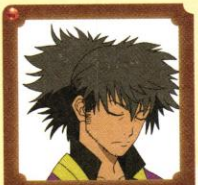

"Spark!"

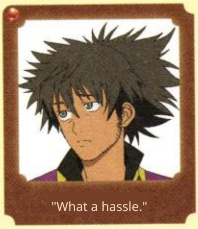

"I don't need any guys."

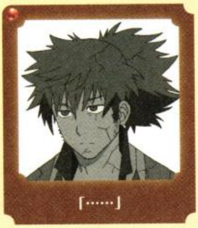

"2 trillion points!"

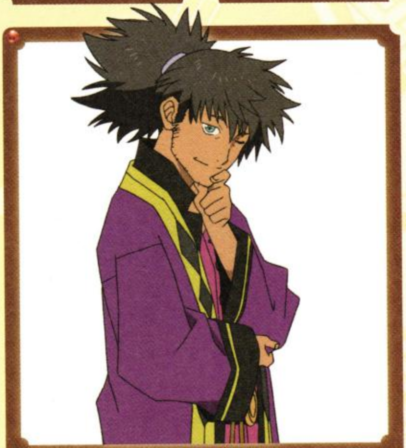

"That can't be true, can it?"


"...Are you serious?"

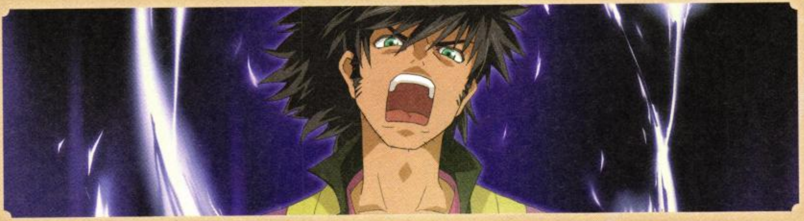

"That's exactly it!"


"What a hassle."

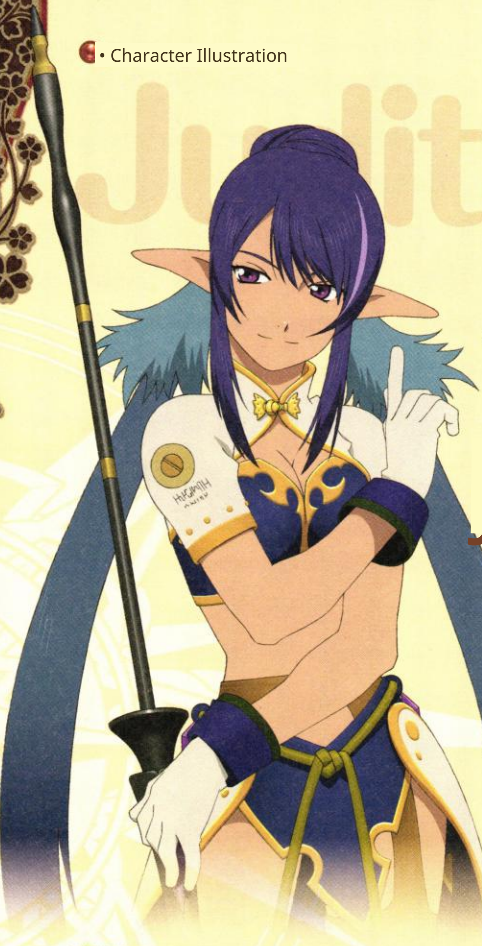

「……」

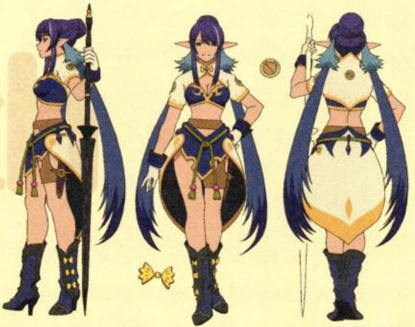

"Where we go, no enemy can stand in our way~"

Blast Heart


"I stake my life on this! Roar, heartbeat! Blast Heart!!"

• Character Illustration





Orthographic Views

Judith

Judith

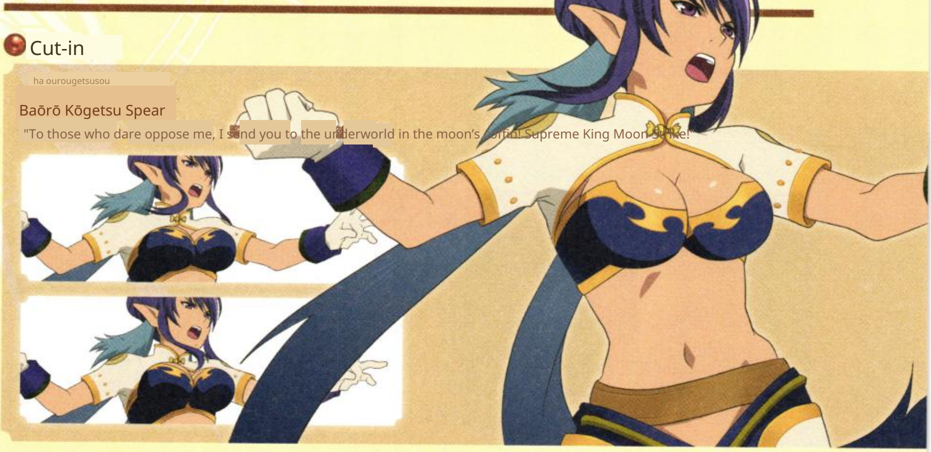
Judith's outfit shamelessly displays her supple figure. The long antennae characteristic of the Kritia tribe stand out against her tied-up hair and light attire in the view from behind.

Cut-in

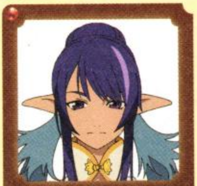
ha ourougetsusou

Baōrō Kōgetsu Spear

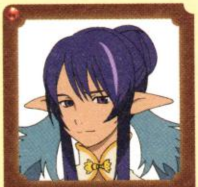
"To those who dare oppose me, I send you to the underworld in the moon's coffin! Supreme King Moon Strike!"



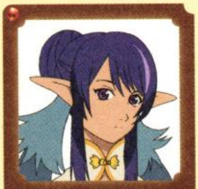
● Face patterns



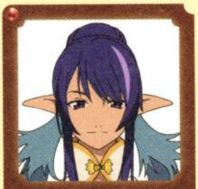
"I suppose so."



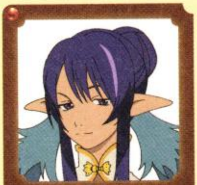
"...Fufu."



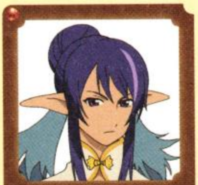
"Oh, why is that?"



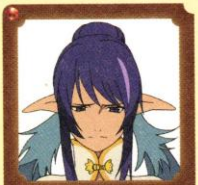
"Oh, how lovely."



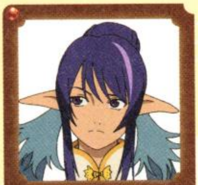
"Shall we try it?"



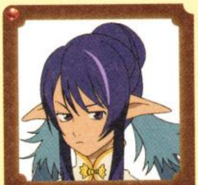
"I won't miss it!"



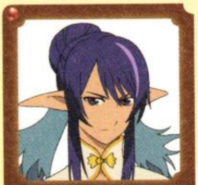
「……」



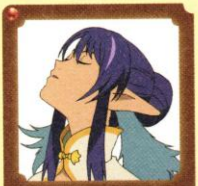
"I wonder?"



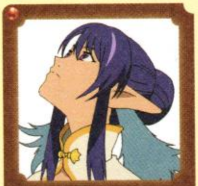
"...Too bad."



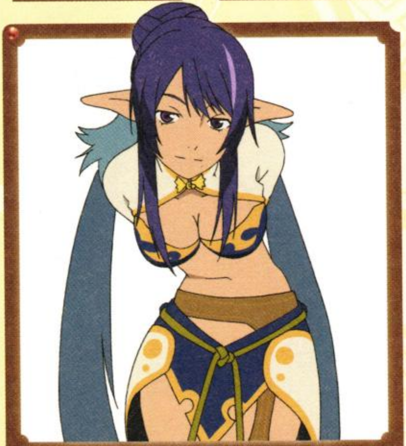
"No!"



"...I can hear it."



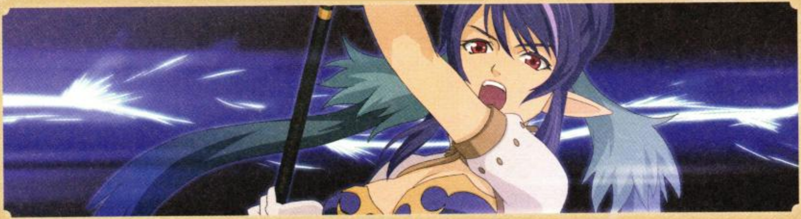
"Because it's my path."



"Thanks to that, look, my skin is flawless without a single scratch."

こう kageshousen

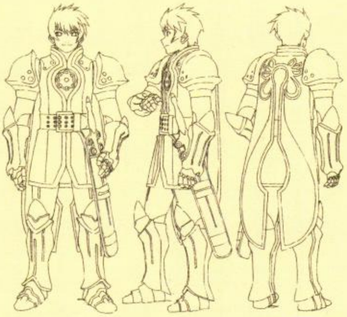
Kouka Getsu Sen



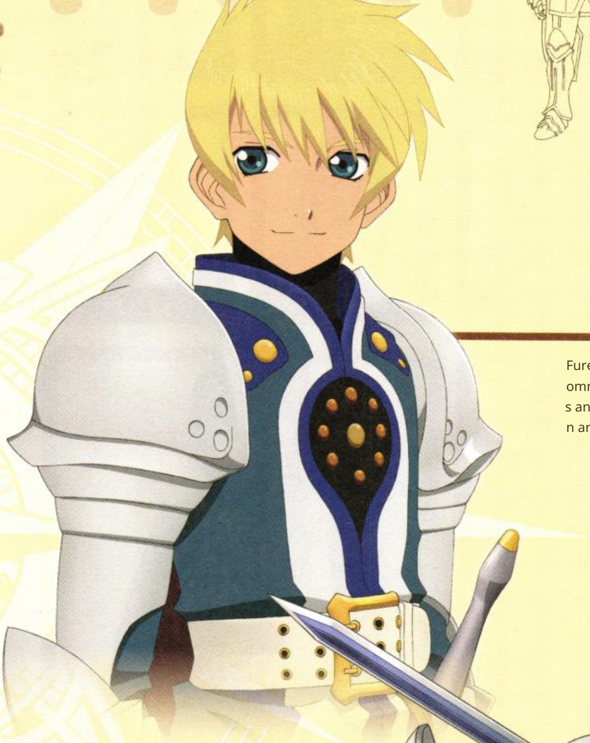
"Come forth, Thunder! Receive judgment! Kouka Getsu Sen!"

• Character Illustration

Flynn



Orthographic Views

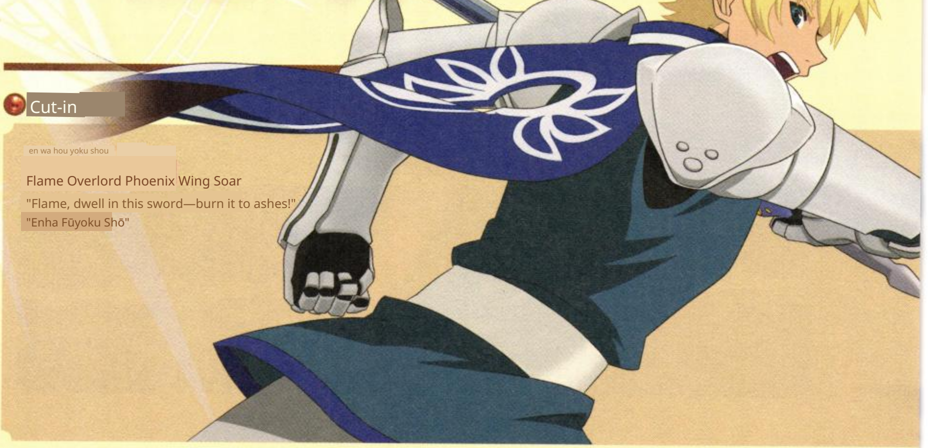


Raven (Ren)

Flynn Scifo

Furen, resplendent in the armor of a knight commander—a shining token of honor—wears an imposing ensemble. The light blue-green armor, the unit's image color, further accentuates his handsor

Cut-in



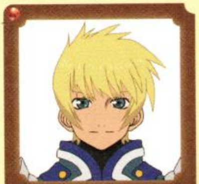
en wa hou yoku shou

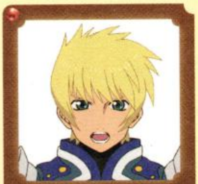
Flame Overlord Phoenix Wing Soar

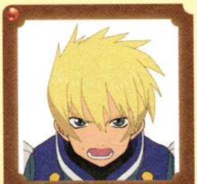
"Flame, dwell in this sword—burn it to ashes!"

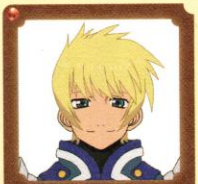
"Enha Fūyoku Shō"

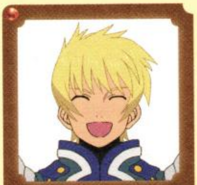
⑥ Face Patterns

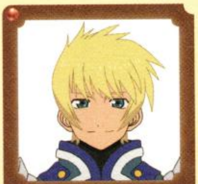

"Ah!"

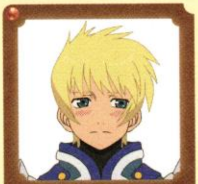

"Are you okay?"

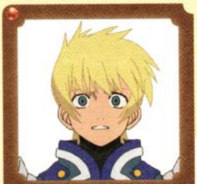

"Why!!"

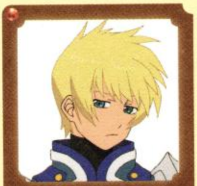

"You've improved your skills too."

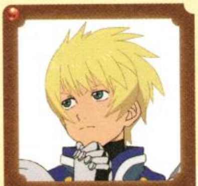

"Ahaha!"

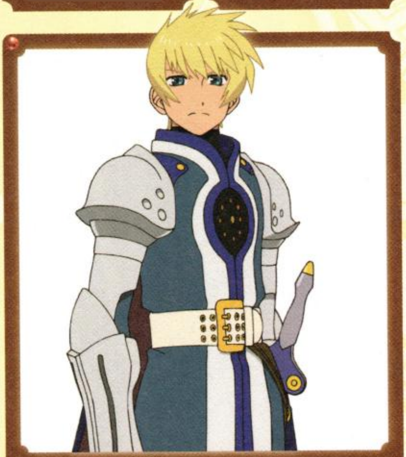

"It can't be helped, can it?"

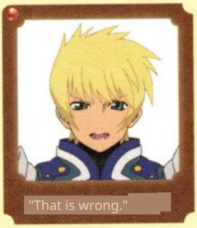

"Well... um..."

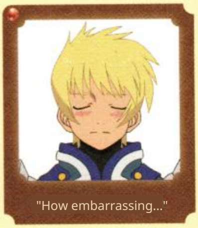

"What did you say!?"


"You're always like that."

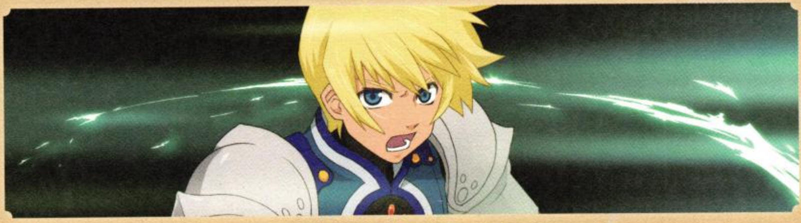

"In a sense, 90 points?"


"Let's fight to create the world of tomorrow!"

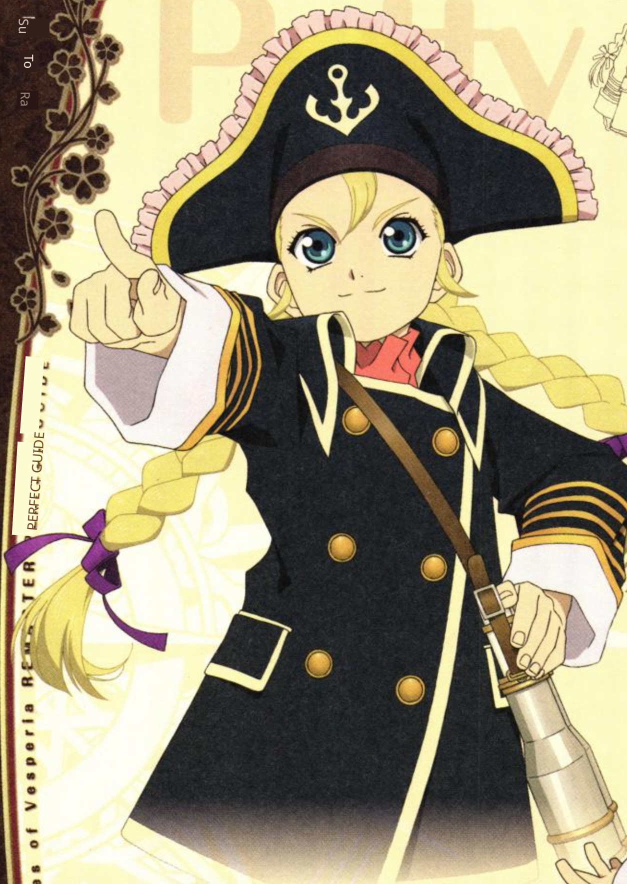

"That is wrong."

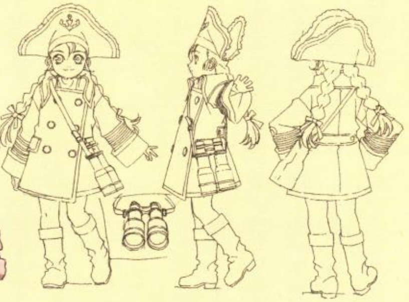

"How embarrassing..."

kōryūmetsu ga sō
Light Dragon Annihilation Fang Spear


"I'll finish it here! Light Dragon Destruction Fang Spear!"

◎ Character Illustration



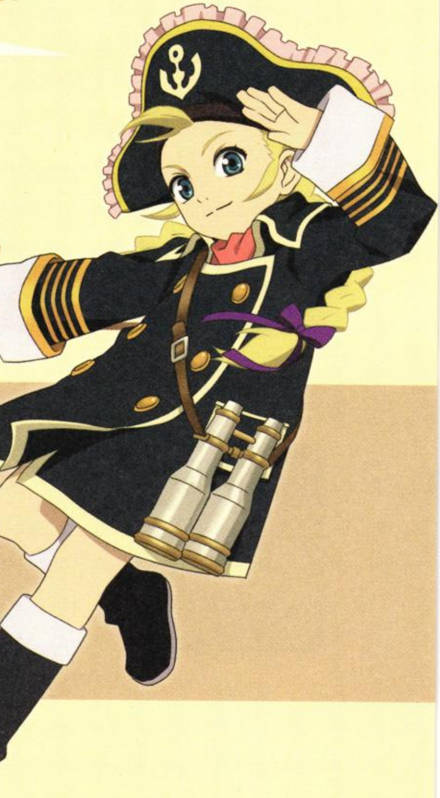


Orthographic Views

Patty

Patty Fleur

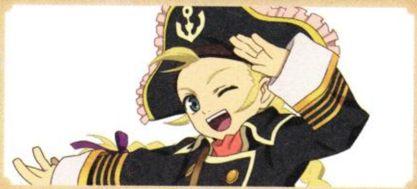
The cute little braided pigtails are traded Patti with a mark. Her baggy frock coat and pirate hat pulled low brim convey her overflowing admiration for the pirate Alfred, whom she believes to be her grandfath



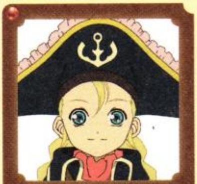
Cut-in

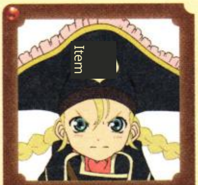
Summon Friends

"Come, friends of fate! Who will come, I wonder~"

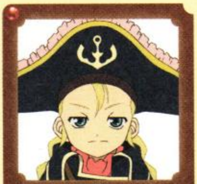


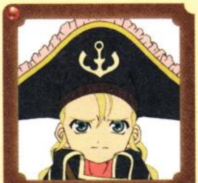
● Face patterns

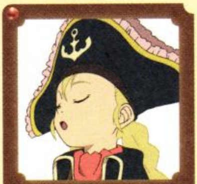

"That's right."

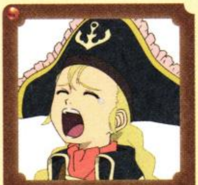


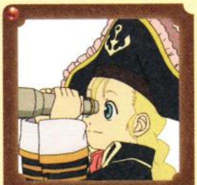
"What the—!"

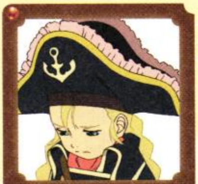

"That's suspicious."

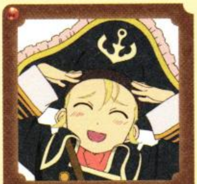

"Ugh!"

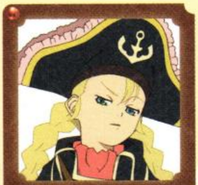

"I don't know."

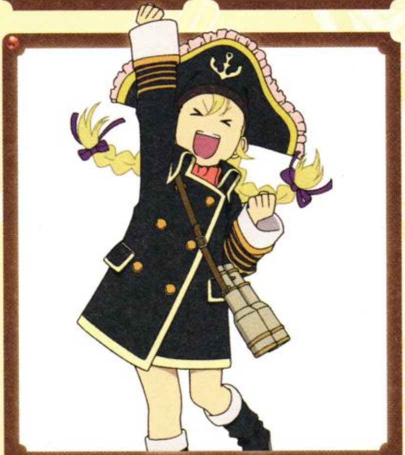

"I don't want to cry!"

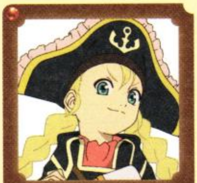

"I can see it clearly."

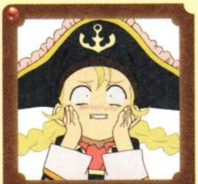

"I couldn't protect it..."


"How embarrassing~"


"What nonsense"


“The flawless beautiful girl, appears!”
"It is so!"


"Feel like you're on a big ship!"


"Is that true!?"

Roulette Icon

Buu Rabbit

Oden Stall

Seagull

Octopus

Myu

Penguin

Nurse

Quicky

Angel

Barbatos

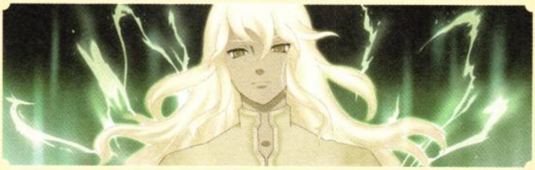
Cipher

Cipher
“Answering the boss’s call
Here I come! Be gone!”

●Character illustration & cut-in

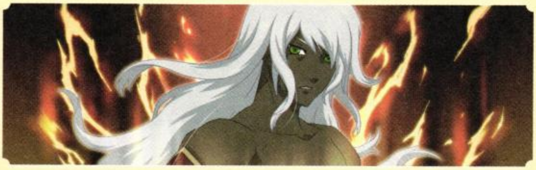
The Duke

Duke Pantarei



Big Bang

"Prepare yourself! Carve the time of beginning once more
Vanish! Big Bang!"



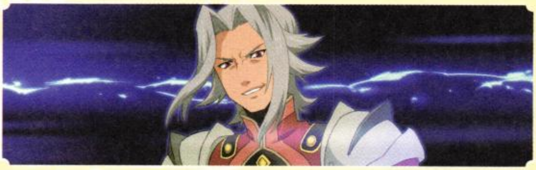
Play Vesperia

Rinrin's Morning Star

"I come! Your reflection,
is in my palm, proud Morning Star!"

Alexei

Alexei Denoia



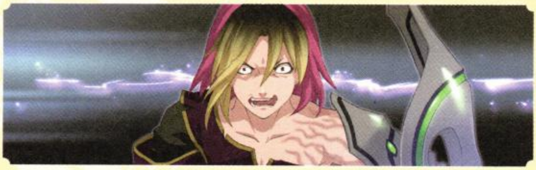
sen haran seijin

Shanba Aran Stardust

"Fly, Holy Sword!" Flash Dominator Storm Stardust!

Zagi

Zagi



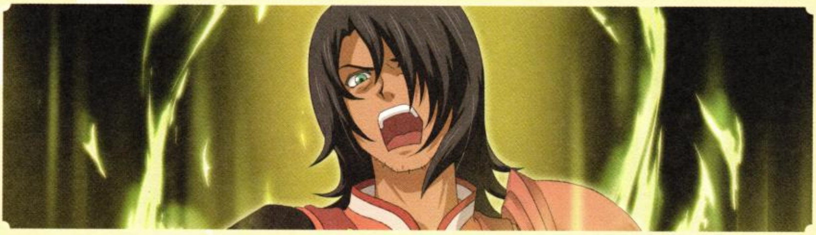
madō kōtenjin

Magical Light Heaven Formation

"I won't let you set foot on this earth again!
Ha ha, it's a beehive—hyahahya!"

Schwann

Schwann Aultraine

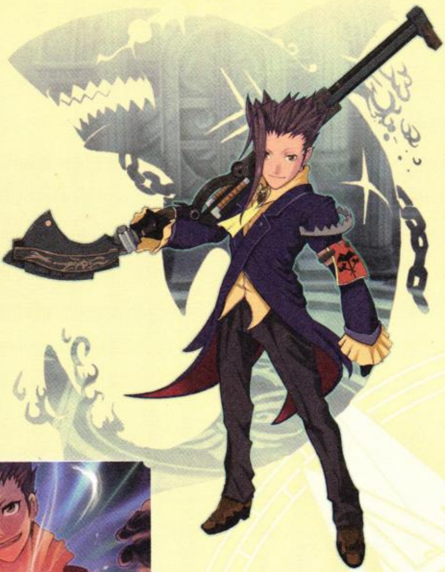


Blast Heart

"I will burn this life and avenge the enemy! Blast Heart!"

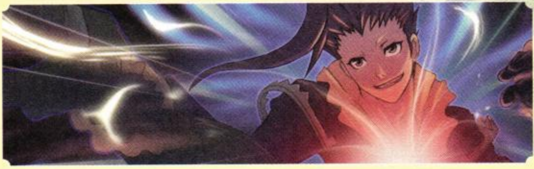
Yeager

Yeager



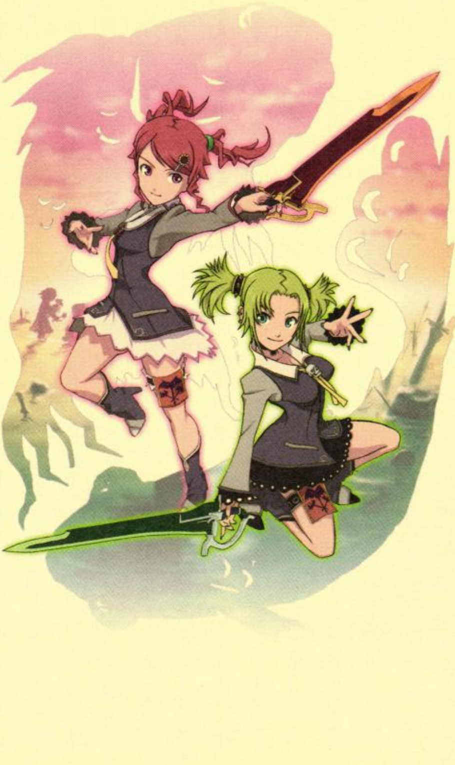
Carless of Death

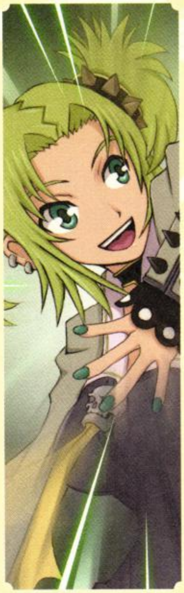
"Farewell Time! Carless of Death!"

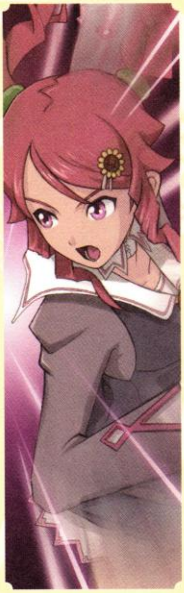


Gauche Droite

Gauche & Droit







shou ha juumonji

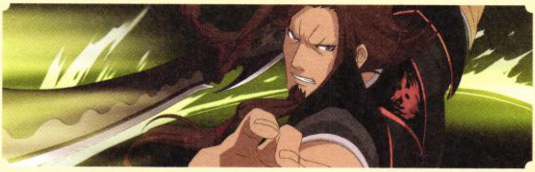
Shouha Juumonji

"In an instant, resonating, hearts entwine Shouha Juumonji!"

●Character illustration & cut-in

Clint

Clint



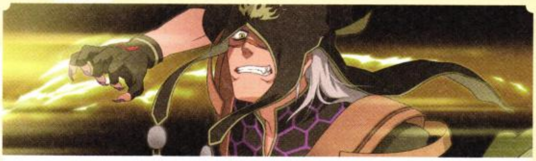
Goku

Extreme Fatal Strike

"I won't let you escape!"
"Ultimate Fatal Strike!"

Tison

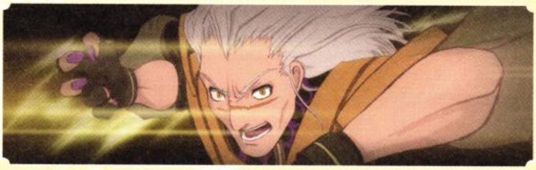
Tison

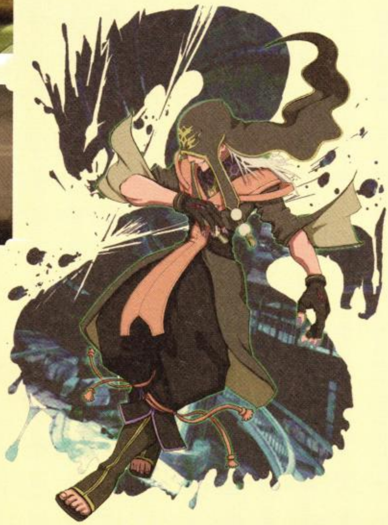


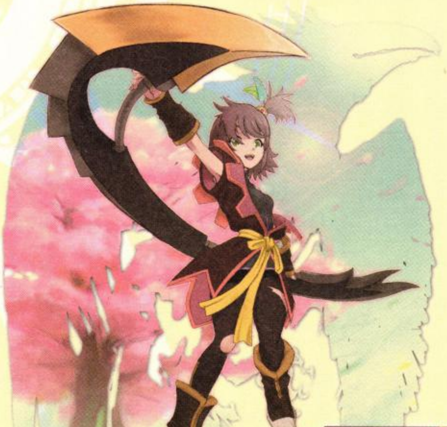
Mizuchi Blade Akuro Ou

Jiaolong Blade "Waruro-Oh"

"There's no place to run! Jiaolong Blade 'Waruro-Oh'!"







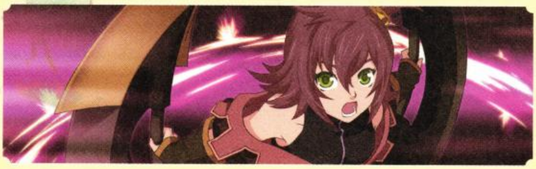
Nan

Nan

Chōraijin bakuenzan

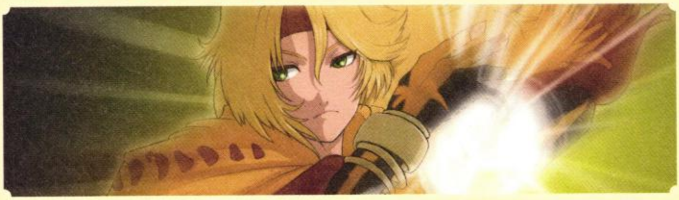
Super Flying Blade: Explosive Flame Slash

"That's enough already! Super Flying Blade: Explosive Flame Slas



Dhaos

The Man Who Runs Through Time

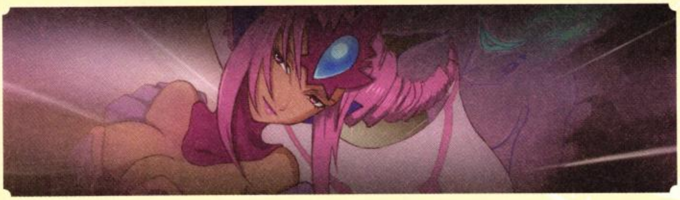


Super Dhaos Laser

"Dhaos Laser"

Sidsel

"The Sorrowful Queen of Darkness"

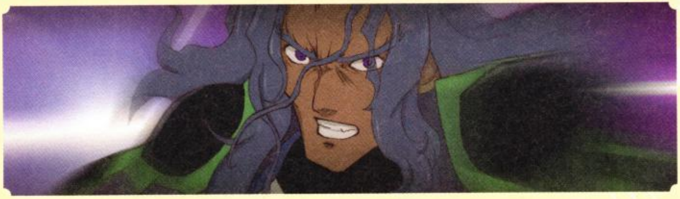


Eternal Finality

"Open, gate of the vo"Receive the baptism of my darkness!"

Barbatos Goetia

"The Slayer of Heroes"

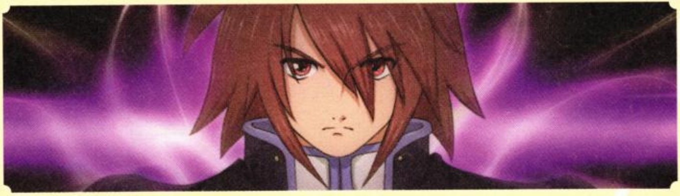


Don't go using items or anything, damn it.

"Don't go using items like that!"

Kratos Aurion

Warrior who rebelled against the heavens

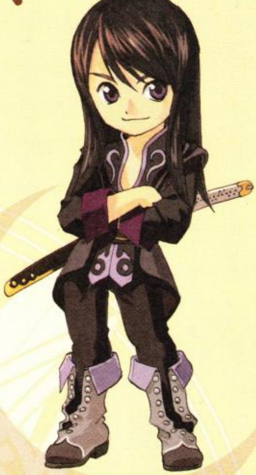


Shining Bind

"Resist the holy chains—Shining Bind!"

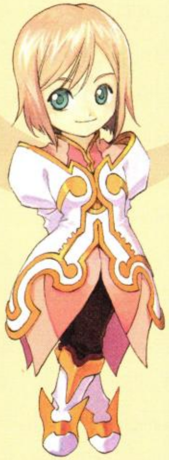
● Chibi character

Yuri Lowell



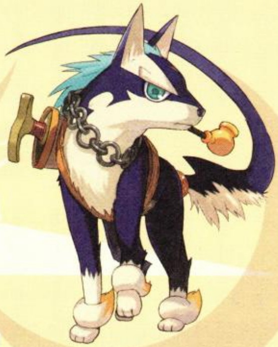
Yuri

Estelle



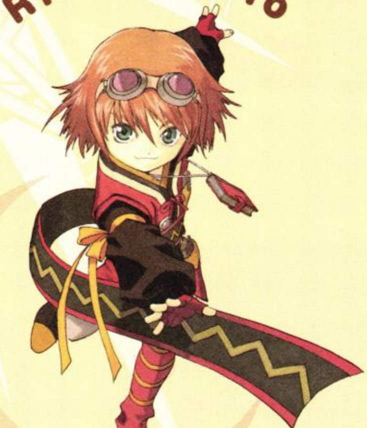
Estelle

Repede



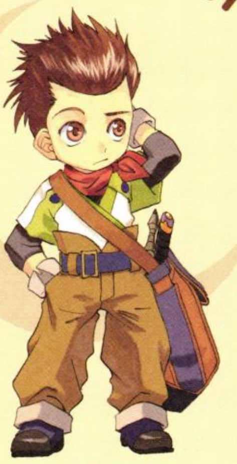
Lapid

Rita Mordio



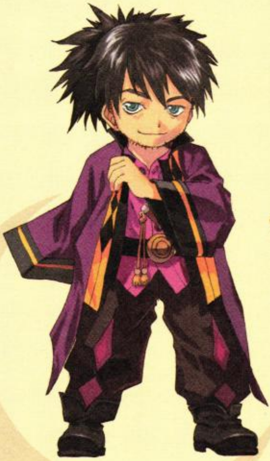
Rita

Karol Capel



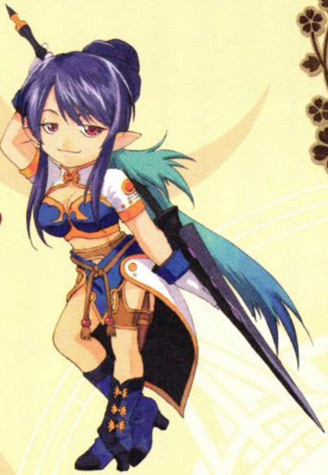
Karol

Raven



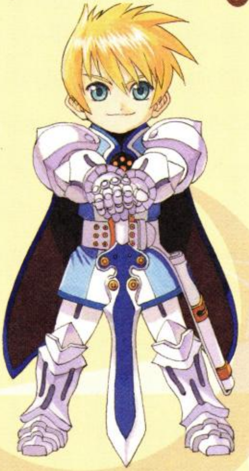
Raven

Judith



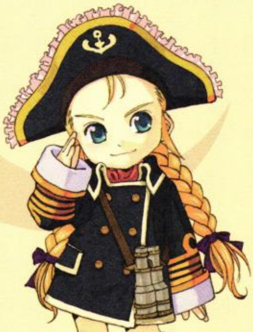
Judith

Flynn Scifo



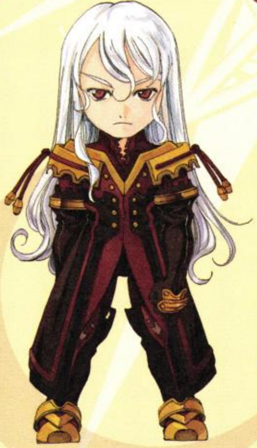
Raven (Ren)

Patty Fleur



Patty

Duke Pantarei

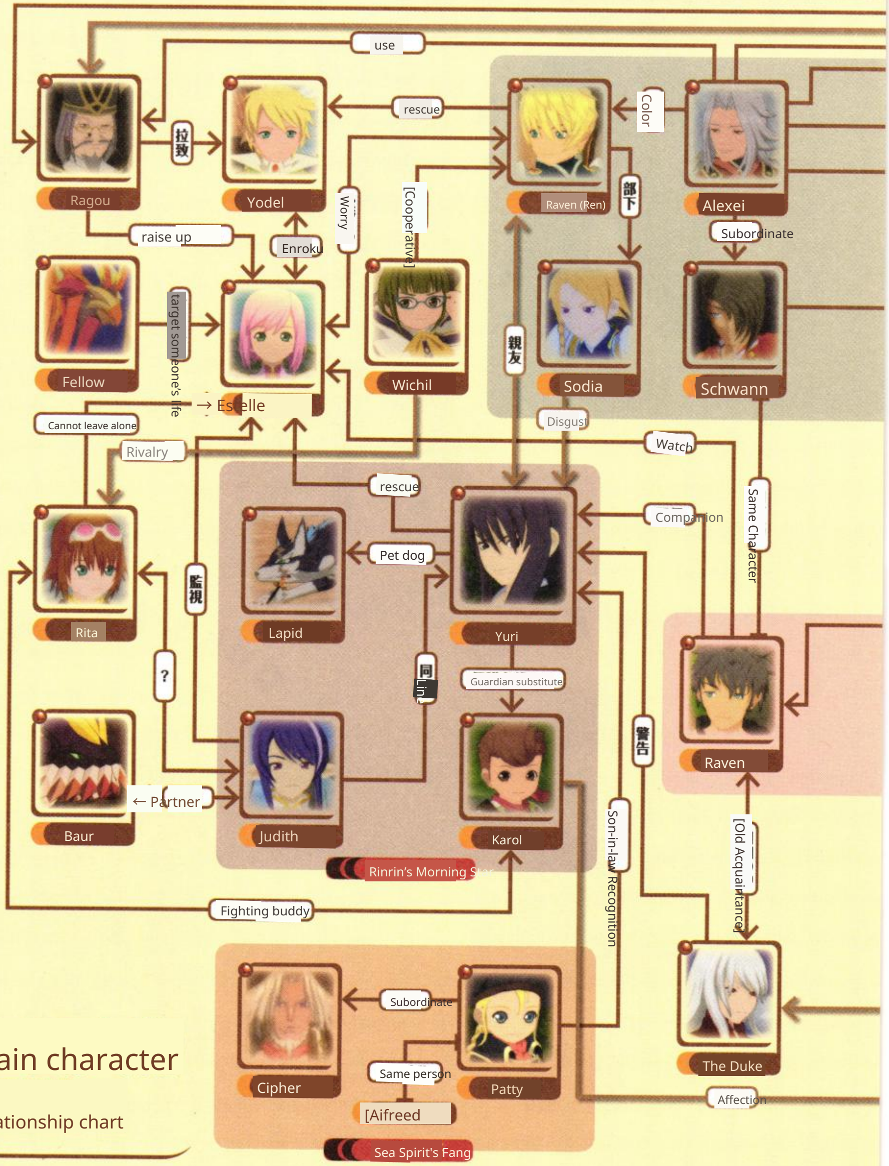


The Duke

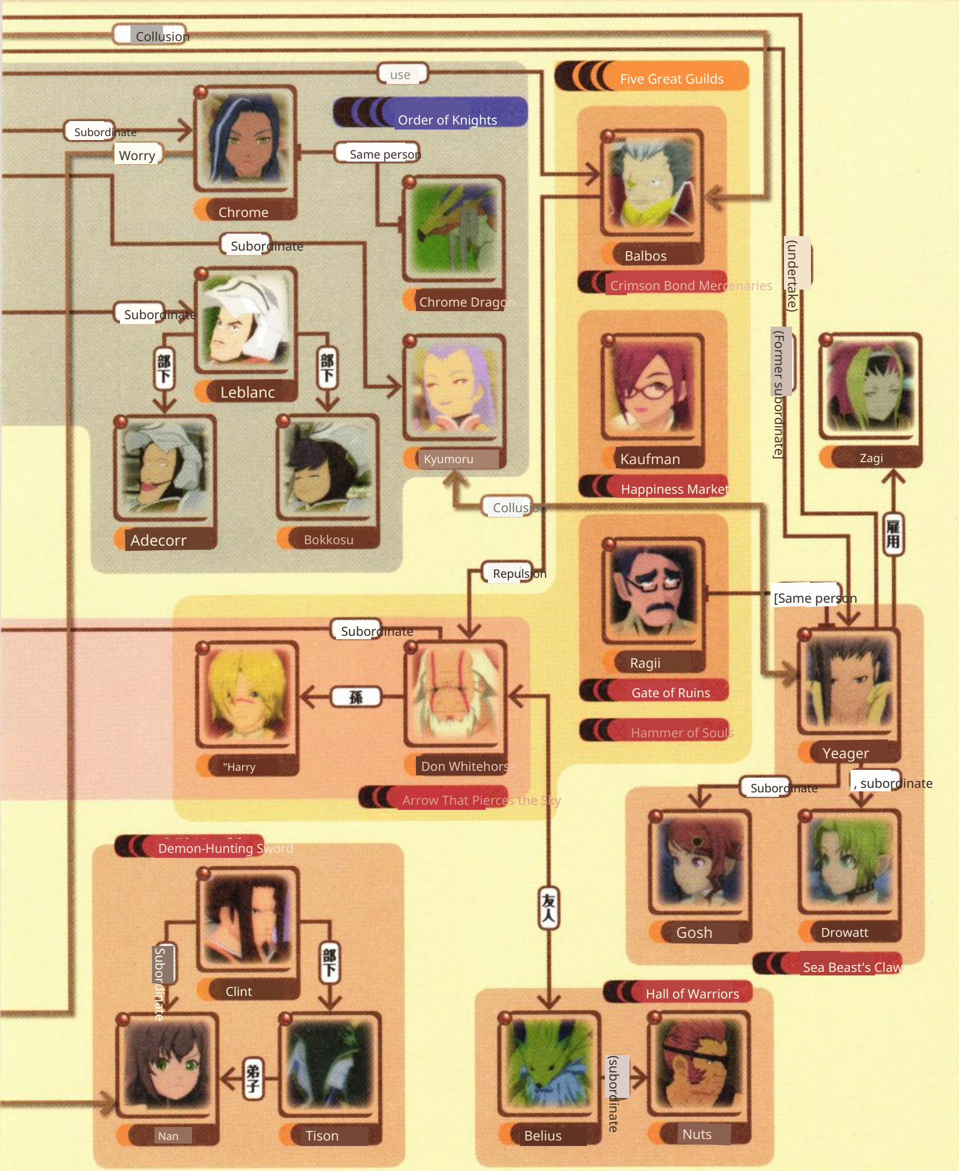
"Tales of Vesperia" world

Main character

Relationship chart


use
rescue
Color
Ragou
拉致
Yodel
Raven (Ren)
部下
Alexei
Subordinate
raise up
Enroku
Worry
[Cooperative]
Fellow
target someone's life
Estelle
Wichil
親友
Sodia
Schwann
Cannot leave alone
Rivalry
Disgust
Watch
rescue
Companion
Same Character
Rita
監視
Pet dog
Lapid
Yuri
?
同
Lin
Guardian substitute
警告
Raven
Baur
← Partner
Judith
Karol
Son-in-law Recognition
[Old Acquaintance]
Rinrin's Morning Star
Fighting buddy
Subordinate
Cipher
Patty
The Duke
Same person
[Aifreed
Affection
Sea Spirit's Fang

A beautiful world filled with Aether, Telka Lumi A tale set against the backdrop of races in "Tales of Vesperia." The adventures of Yuri and the others of "The Radiant Star" unravel the mysteries and the hidden stories behind them through numerous illustrations, the thoughts of the characters who appear, and nine key words.


Collusion
use
Five Great Guilds
Order of Knights
Subordinate
Worry
Same person
Chrome
Balbos
Crimson Bond Mercenaries
Subordinate
Chrome Dragon
(undertake)
Subordinate
部下
部下
Leblanc
Kyumoru
(Former subordinate)
Zagi
Kaufman
Happiness Market
Adecorr
Bokkosu
Collusion
雇用
Repulsion
[Same person
Ragii
Gate of Ruins
Hammer of Souls
Subordinate
孫
"Harry
Don Whitehorse
Yeager
Arrow That Pierces the Sky
Subordinate
, subordinate
Demon-Hunting Sword
Gosh
Drowatt
Sea Beast's Claw
友人
Hall of Warriors
Clint
Subordinate
部下
弟子
Nan
Tison
Belius
(subordinate
Nuts

EXTRA

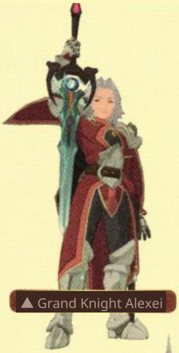
Knight士団

knight order

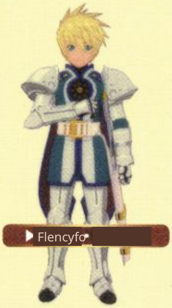
The cornerstone of the empire's protection: the knight order. It is not merely a military organization but, entrusted by the emperor, should be the embodiment of justice that protects people's safety and secures their livelihoods. Still, a gap remains between the ideals they proclaim and the reality.

Reputation with the Imperial Knight Order

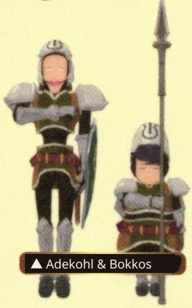
The knight order, the empire's police organization, is responsible for maintaining public order across the empire under the emperor's command. In some cities, governance is effectively carried out by guilds, but in many regions the activities of these knights ensure the people's safety. While large cities use massive installations called sealing magic devices to prevent monster incursions, in areas where such devices are not yet deployed, the knights protect people's lives from monsters with power surpassing that of guilds possessing self-defense capabilities. Knights act as representatives of the emperor; even the lowest-ranked soldier embodies the emperor's will and the nature of the empire. For that reason, along with dazzling glory, they are expected to value honor and undertake actions that may risk their lives. However, throughout the empire's history, knights have continued to intimidate citizens by using their power and prestige as a shield. Since Alexei assumed the position of Grand Knight, commoners have been actively appointed and, in some cases, have risen to captain, so reforms are progressing; yet the reality remains that nobles-born knights still hold considerable sway within the ranks.



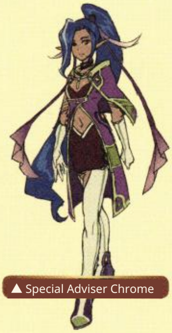
▲ Grand Knight Alexei



▶ Flencyfo



▲ Adekohl & Bokkos

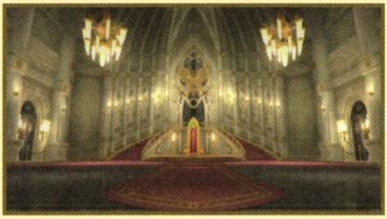


▲ Special Adviser Chrome

Knights wear various armors according to rank and office, all of which, to ordinary citizens, represent the very prestige of the empire.

Organizational Structure and Duties

The knight order is composed of multiple units. It is customary for a unit to be named after its captain, and each unit has an assigned image color. Under the Grand Knight's command, each unit carries out a variety of tasks; however, the elite guard organized as the emperor's protective force is exceptional and commands special respect even within the knight order. With the emperor currently absent, this guard effectively functions in part as Alexei's private unit. In the past, career advancement within the units was difficult unless one was of noble birth, but the current Grand Knight Alexei, as part of the empire's reform, has overhauled this traditional trend and promoted commoners like Schwein and Flen. Now the doors of every unit are open not only to nobles, and Alexei's reforms have won overwhelming support from knights of commoner origin who dream of rising in status. However, staunch opposition remains among nobles who have monopolized glory until now, producing friction and disputes within the knight order.

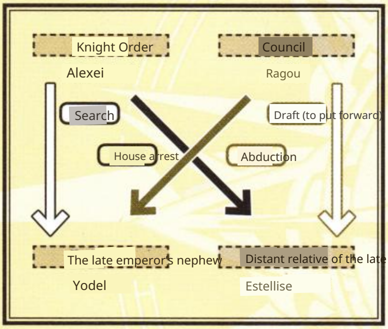


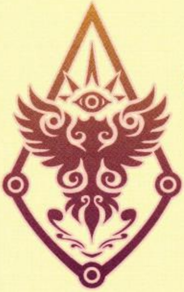
The audience chamber located at the innermost part of the castle is the empire's center of power, and being summoned before the Emperor as part of the guards is the highest honor for a knight.

Knights Order and the Council

The council, which fulfills the role of a governmental body, oversees the empire's administration in relation to the knight order that is responsible for maintaining public order. The council, which places even greater importance on lineage than the knight order and has been run for generations by nobles, currently serves as the de facto highest decision-making body during the emperor's vacancy, but the tyranny of some provincial governors dispatched to the regions is a cause for concern. In recent years, they have also been wary of the knight order, whose influence has grown due to Alexei's rise. In particular, the knights' decision to break with tradition and independently put forward a candidate for the next emperor made the confrontation between the two sides decisive. The two candidates backed by each faction today, Esterize and

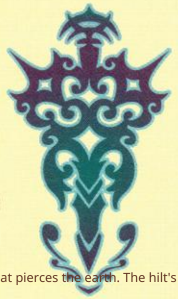
✷ Conflict over the next emperor





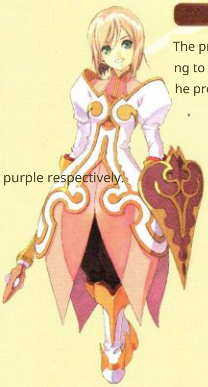
The imperial emblem

Using a bird—a symbol of dominion—as its motif, power and glory are depicted in red and purple respectively.



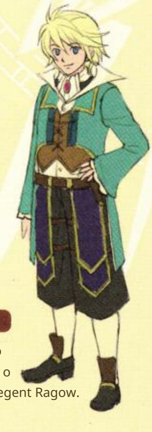
The knight order's emblem

Depicted in blue to represent honor and loyalty, it personifies a knight's sword that pierces the earth. The hilt's ornamentation is beautiful.



Estellise

The princess, elevated by the council aiming to seize control of the regime. Under the pretext of personal protection, she is placed under the surveillance



Yodel

The candidate for the next emperor promoted by the knight order and nephew of the late emperor. He is abducted by Regent Ragow.

Spiral

Ru

Do

Guild

A self-governing organization formed by people who dream of escaping imperial rule. Countless self-defense groups eventually built their own society, and have now made a name in history as a major force the Empire can no longer ignore.

The purpose of the guild's existence

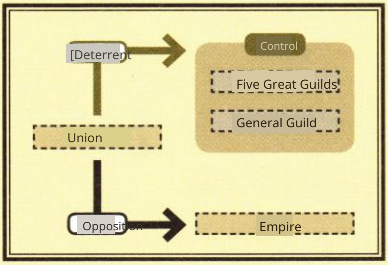
The Guild is an autonomous organization that opposes the Empire, a rigidly stratified society. Since the nation's founding, the Empire has built a class system with the Emperor at its apex; corruption among the knights and council members and the monopolized control of the magical devices that sustain people's lives have caused great discontent among the populace. As a result, an organization—the Guild—was born that renounced loyalty to the Empire and championed self-help under the principles of freedom and equality. Proud of having abandoned their status as imperial subjects, they repelled the Empire's oppression and established multiple towns free from government interference. They also possess their own magical devices and have gained military strength capable of resisting the knight order. Thus, while still within the Empire, they function as a de facto independent fo

The Guild Union's base, Dungrest, is operated like an independent state within the Empire.

Guilds and the Union

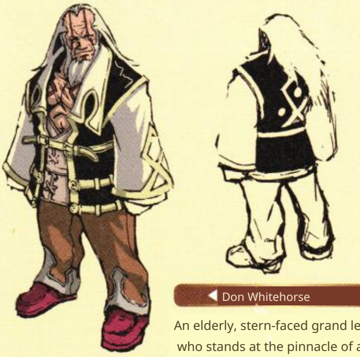
There are said to be hundreds of guilds currently within the Empire, and the organization that oversees them as a higher-level body is the Guild Union. The Union functions to ensure smooth operation not only for the major guilds known as the Five Great Guilds, but for all guilds large and small. It also serves as a significant deterrent replacing imperial law within guild society, where imperial law does not apply.

Significance of the Union



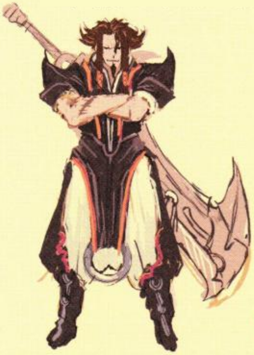
Balance with each faction

The current guild society is led by Don Whitehorse, the chief of "Sky-Shooting Arrow," around whom a large organization has been built. Originally aiming to break free from imperial rule and cooperate with others, they nevertheless often resort to checks and betrayals when large profits are at stake; some, like the "Sea Calamity's Claw," have even secretly allied with the knight order, so their unity is not necessarily solid. Therefore, trust is valued above all among them, and a harsh code is enforced that requires one to atone with their life for acts that threaten the guild's survival.

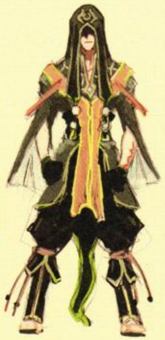


◀ Don Whitehorse

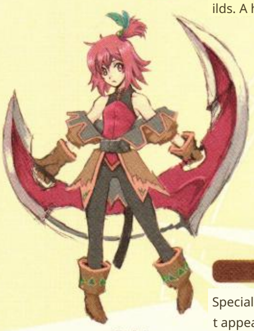
An elderly, stern-faced grand leader who stands at the pinnacle of all guilds. A heroic figure who can hold his own even against



● Clint



● Tison



● Nan

◀ Demon-Hunting Sword

Specializes in hunting monsters that appear in various regions and boasts renown comparable to the five great guilds.

✷ Main trades of major guilds

Sky-Shooting Arrow (Altosk)
The largest power that unites the many guilds of Dungrest. It also functions as the supervisory body over the various guilds.

Red Bond Mercenary Corps (Blood Alliance)
A mercenary group made up of roughnecks. Although one of the five great guilds, some of their actions noticeably betray the code of honor.

The Hammer of Souls (Smith the Soul)
Responsible for the production of weapons and cast goods. Not only wholesales but also retails, and is well known to the general public.

Rinrin no Myōō (Brave Vesperia) A noteworthy up-and-coming guild. Their selling point is meticulous attention to personal requests.

Sea Spirit Fang (Siren's Fang)
The legendary pirate guild. "Black Hope ship incident" The organization collapsed with the "incident," and the executives went missing.

Sea Dragon's Dream (Serpent no Yume)
Founded by the great pirate Gran Karei. After his death it split into the "Sea Spirit's Fang" and the "Sea Beast's Claw" and disappeared.

Marché des Dunkel
Nicknamed the "Merchant of Death." Under the umbrella of the "Sea Beast's Claw," they traffic large quantities of weapons [illegible] restricted.

Clouds of Dawn (Ouraubiru)
A mid-level guild based in Dangkrest. They operate as subcontractors for groups like "Arrow That Pierces the Heavens."

The Market of Happiness (Guild du Marché) A commercial guild that handles the world's distribution single-handedly. Its headquarters are located in the port city

Ruins Gate (Ruins Gate) A mining-focused guild, that specializes in excavating magitech devices in collaboration with the Imperial Magitech Research Institute.

Hall of Warriors (Palestrale)
Known for founding the city of Nordpolica and for running its arena. They are a worthy rival of the "Arrow That Pierces the Heave

Demon-Hunting Sword (Magari no Tsurugi)
Specializes in exterminating monsters. Their work is highly precise, though personal motives sometimes influence them.

Sea Beast Claw (Leviathan's Claw)
The shop outwardly operates as a weapons merchant centered in Dungrest. Its hidden business is a highly skilled assassination

Umineko no Uta (Song of the Black-tailed Gull)
A shipping guild under the 'Market of Happiness.' Passenger and cargo Carrying out deliveries, supporting the foundations of global distribution.

Heaven-and-Earth Cellar (Tenchi no Anagura)
[illegible] synthesis knowledge. They also act as information brokers.

Aoki Beast (青き獣)
Working at a mid-sized guild in Dungrest as a subcontractor and bodyguard for various guilds. Trust was lost due to abandoning a commis

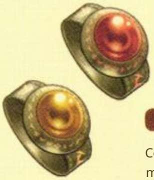
Air Ru

Aearu

Aearu, the root of life that fills Terca Lumieres. All living things in the world have sustained their lives supported by Aearu. Humans, by harnessing the power of Aearu, have even achieved advanced civilizations.

Source of All Things: Aearu

Aearu is the source of energy that composes all things, saturating Terca Lumieres. Long ago, when the world was formed, what remained unused continued to exist; it flows underground like water, and part of it dissolves into the atmosphere, filling the world in various forms. These are indispensable for the survival of plants and animals, and disturbances in Aearu also inevitably have major effects on the natural world. The most advanced research into its details, however, occurred during the ancient civilization a thousand years ago, and with that knowledge now lost, people today rarely contemplate its benefits.

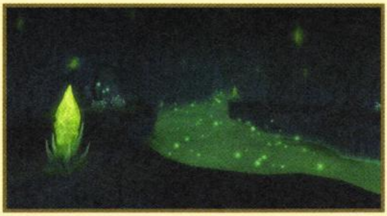


Sorcerer's Ring

Converts a portion of the Aearu in the atmosphere into light or heat energy and projects it.

Aerukrene

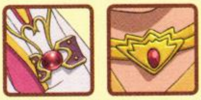
Most Aearu flows underground like aquifers, but sometimes it erupts to the surface through fissures. Such sources of Aearu are called Aearu Klene, and when they run rampant they reach extremely high concentrations of Aearu. While damage from excessive Aearu intake has been reported—monsters becoming ferocious or causing severe health problems—these sites also provide valuable clues for understanding the natural environment because the state of underground and atmospheric Aearu is directly reflected there. Aearu Klene are one of the few places where Aearu that is not normally directly accessible can be observed closely, and among certain mage-scientists such as Rita Mordio, they have begun to attract attention as potential sites to experimentally verify the long-rumored ultimate Aearu control theory, "Rizomata's Formula."



Aearu Klene are precious places where the flow of Aearu can be seen with the naked eye. Sometimes erupting crystalline formations can be c

Aearu and People's Lives

The most visible benefits of Aearu that people enjoy today are ancient relics and magiteknical devices. Aearu is the power source for all magiteknical devices, and by artificially changing its properties through sigils, a variety of effects can be produced. The power of Aearu is used even in fundamental aspects of daily life, such as protective barriers for towns and water source management. However, despite magiteknical devices being valuable, their ubiquity in daily life—and the fact that magic cores that control Aearu and the sigils inscribed on them are highly specialized—means that without appropriate knowledge people may not even realize these devices are powered by Aearu. Living alongside magiteknical devices and with Aearu's workings very close at hand, ordinary people rarely consciously notice its presence.

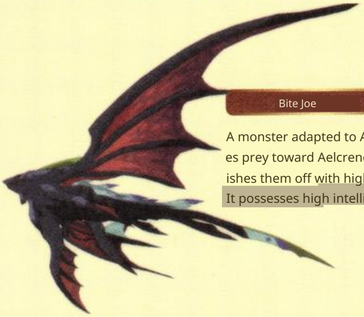


Weapon Awakening Ma

By wearing it as an ornament, the conversion of Ael's formula makes it possible to use techniques and spells.

Monsters and Ael

Ael, as the source of life, is inseparable from all living beings, and monsters are no exception. Just as ancient civilizations created magic devices that utilized Ael, some monsters with an adaptability to Ael understand the effects it produces and even try to exploit them. A representative example is the Bite Joe that inhabits the Zopher Iceblade Sea, which uses eruptions of Aelcrene to aid its hunting. It is believed that the development of abilities in such creatures that transcend normal limits is also an effect of Ael—particularly due to exposure to high concentrations of Aelcrene.

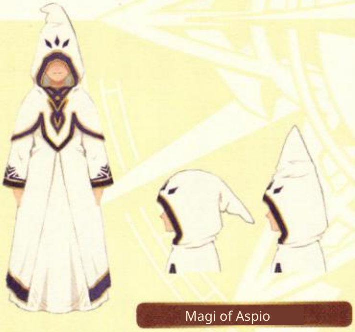


Bite Joe

A monster adapted to Ael. It lures prey toward Aelcrene and finishes them off with high intelligence. It possesses high intelligence.

Research on Ael and the "Rizomata Formula"

Research into the benefits and uses of Ael is specialized by magi of the academic city Aspio, who serve as members of the Imperial Royal Magical Research Institute. Although they specialize in the study of magical devices, they also investigate Ael—the power source—because it is indispensable for controlling those devices. What many seek, however, is the demonstration of the Ael control theory known as the "Rizomata Formula," said to have been proposed in the age of the ancient civilization. Everything in the world is constituted through the sublimation, reduction, construction, and decomposition of Ael, so if one could freely manipulate it, they could surpass the benefits brought by magical devices. The "Rizomata Formula" is the ultimate theory that interferes with Ael's very mechanism and controls everything in the world. Not only magical scientists but also Alexei, the knight commander who holds the imperial power, has taken interest in this. Acting on his orders, survey teams are dispatched under the pretense of securing the safety of imperial citizens to investigate Aelcrene; by solving the mystery of the formula through Ael research, they hope to obtain hints to replicate the treasured sword "Celestial Edict," which would serve as a foothold for world domination.



Magi of Aspio

Magi of the imperial institution customarily wear matching mage robes. They add individuality by varying how they wear their hoods.

The vast Aircrene of the Cave Mock Great Forest prompts Alexei himself to order the dispatch of investigators.

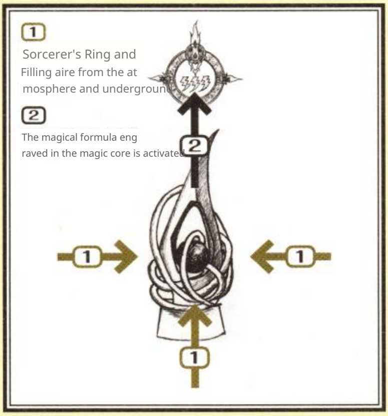
Magic Guide Device

An indispensable heritage of the world

As technologies that support society, magitechnical devices are deeply rooted in people’s daily lives. However, these were not created by modern technology; they were produced over a thousand years ago during the ancient Gelaious civilization by the Kritia clan, who led technological advancement. After discovering the presence of Aether filling the earth, they harnessed that seemingly infinite energy as a driving force, engraving spell formulas onto crystals called magic cores to activate various effects. Nearly all magitechnical devices in use today are relics from that era, discovered one after another in ruins several centuries ago. In a society whose cultural level had once regressed, the discovery of these devices was celebrated and rapidly integrated into society. Considering their technological level—still not fully understood even in modern times—and their overwhelming impact on society, all magitechnical devices are strictly controlled by the Empire, and ownership is restricted. The benefits of ancient relics are thus distributed according to the Empire’s administration.

Many valuable magitechnical devices are installed in the Imperial Capital’s noble district, indicating that only some people enjoy such privilege

How magitechnical devices work


1
Sorcerer's Ring and
Filling aire from the atmosphere and undergroun
2
The magical formula engraved in the magic core is activated
2
1
1
1

(Brastia) Under the Empire’s strict control, magitechnical devices permeate people’s lives. The ancient heritage, far surpassing modern technology, is excavated and released into the world one after another without regard for its effects on the Aether.

Types and Uses

The effects of magitechnical devices are determined by the formulas engraved on their magic cores. For that reason, a distinct magitechnical device is required for each purpose, which led to the creation of an enormous number of devices. Also, the larger the range affected by a formula, the larger the housing (container) needed to enclose the magic core. A barrier magitechnical device that protects an entire city is the prime example of this. Conversely, weapon-awakening magitechnical devices used to master artes and techniques have a narrow formula effect range and can serve their purpose at the size of an accessory. Most of the devices that guilds discreetly excavate and distribute to evade imperial control are these smaller weapon- or military-related magitechnical devices. Note that regardless of the device type, the size of the magic core does not vary much. Since manufacturing magic cores is extremely difficult while housings are highly versatile and easy to reproduce, it is not impossible—if the problem of controlling the formula is solved—to move a magic core into another housing and operate it. Because of this, crimes that extract only the magic core for repurposing have become rampant and are

Main Existing Magitechnical Devices

Barrier Magitechnical Device (Shilt Blasteria) Deploys a barrier that protects a city from monster damage. It is extremely huge and cannot be moved.

Aqueduct Magitechnical Device (Aque Blasteria) Functions like a well that draws up and supplies water. Installed in densely populated urban areas.

Weapon-Awakening Magitechnical Device (Bode Blasteria) Uses artes and techniques. Indispensable for those whose trade is fighting, such as knights and mercenaries.

Meteora Blaster (Ten-sō Madōki)

A large magical device that controls the weather, with an extremely complex structure. It is developed secretly.

Arms Magic Device (Hoblo Blaster)

A high-powered firearm equipped with a magical mechanism. It boasts high power. Illegally circulated among some guilds.

駆 Magic Device (Ceros Plastia)

Used for propulsion of large ships and for industrial equipment. Performance and size vary depending on the application.

Teleportation Mage Device (Kinesplastia)

Instantly move to a distant location. Myorzo and Karu
In Boklam, it was commonly used in the past.

Light Magic Device (Lux Plastia)

A portable magical device that fills with aether and converts it into light energy, used as a lighting source.

Magitechnical Device Research

Research and restoration efforts for magitechnical devices are being carried out in Aspio, the place where magitechnical civilization was revived. Because many devices have been discovered there and in the nearby Shaikos ruins, mages and technicians gathered and a university-city of scholarship formed. Currently, the guild "Gate of Ruins" conducts excavations under imperial command and collaborates with mages on research. However, illegal excavations and distribution by some guilds, as well as activities by independent engineers, mean that the devices circulating on the market far exceed official supply. The era in which magitechnical devices were kept under imperial control is becoming a thing of the past.

Aspio, which developed from a former excavation site into a town, still has most of its facilities built inside caves and underground.

New-type Magitechnical Device "Hermes Model"

The production of magic cores is difficult, and most magitechnical devices rely on restoring relics from the past. However, ten years ago the Kritia tribe scientist Hermes proposed a new theory, and an innovative magitechnical device implementing it was developed. Named the Hermes-style after its developer, this device achieved a dramatic increase in output through massive consumption of Ael. Because information about it has been disclosed only to certain government officials up to now, it has caused distrust from guilds seeking rapprochement in the ceasefire agreement, and it has also created a new problem of inflicting serious damage on Ael.

The Hermes-type magical device, due to its high output, violently disturbs and therefore becomes a target for Judith, who seeks to eliminate it.

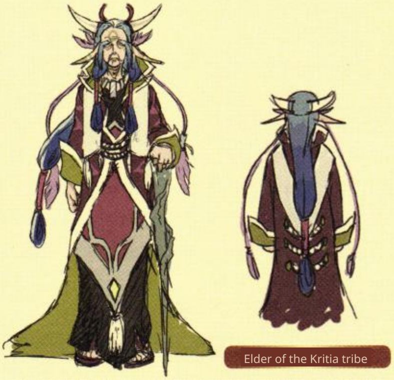
EXTRA

クリTeIA Banner

(Kritia tribe) Living with the aether, the Kritia developed methods to make the most of its blessings. Their superior wisdom and accumulated knowledge are the pride of the tribe, and they have greatly contributed to the world's advancement in every era.

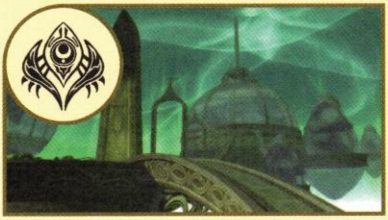
A race that lives with the aether

The Kritia tribe, characterized by pointed ears and antennae, was born in ancient times after humanity emerged as a people more adapted to the aether. Gifted with the ability to perceive the true nature of things, they long ago focused on the utility of aether through a special innate power in their bodies called nagiig, and later went on to invent magical devices. The development of the civilization of Telka-Rumiles was brought about by their spirit of inquiry as a people who live with the aether.



Elder of the Kritia tribe

Tying back the tribe's characteristic blue hair and clad in heavy robes.
He conveys to the present the once-forgotten history of the tribe's prosperity.



The town of Mjolzo where the Kritya people live. Many remnants of the ancient civilization era can be seen, such as stone buildings and stone monu

Kritya people living among humans

Because of their optimistic nature and extreme fixation on objects of interest, the Kritya possess advanced knowledge and technical skills. The Geraios civilization, which flourished over a thousand years ago, is the prime example of this, having a cultural level far superior to the present. The excellent techniques shared by the clan and the knowledge accumulated over their long history remain highly valued even as humans occupy the center of society, and many Kritya live in various cities coexisting with humans.

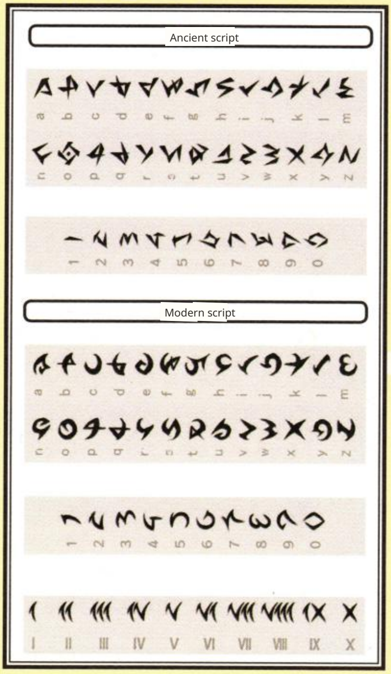
Ancient Geraios Civilization

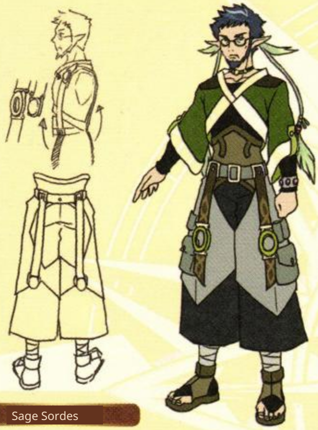
The Geraios civilization, led by the Kritya, reached great heights due to its high cultural standards. Although the buildings of that era have been lost, traces of the civilization remain in the ancient script that formed the basis of the current writing system, and it is still used in the formulas of magitechnical devices and magic circles. Kritya culture particularly flourished in the field of magitechnical science and can be said to have been passed down into modern society.

Invention of magitechnical devices

The greatest invention of the Geraios era was the barrier magitechnical device. Barrier magitechnical devices, which protect against monster incursions and keep people safe, were rapidly adopted throughout Teruka-Lumileth, which had suffered from monster attacks, and the Kritya who possessed the knowledge and technology were hailed as “sage” (sakabito). However, the Kritya themselves long ago abandoned magitechnical devices out of concern for their impact on the aether, and it is not widely known that this great inventor was the Kritya.

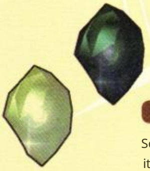
Comparison of ancient script and modern script


Ancient script
a b c d e f g h i j k l m
n o p q r s t u v w x y z
1 2 3 4 5 6 7 8 9 0
Modern script
a b c d e f g h i j k l m
n o p q r s t u v w x y z
1 2 3 4 5 6 7 8 9 0
I II III IV V VI VII VIII IX X



Sage Sordes

The Kritia tribe who lived in the desert town of Yormgen in the Cogol Desert.
They struggled to protect the town by conveying the existence of the barrier magical

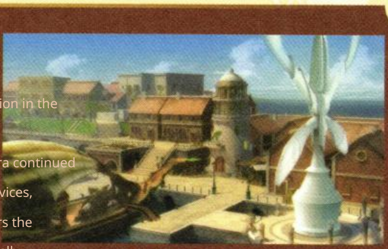


Holy Core (Apatia)

Source of the demon core. Discovered by the Kritia people, it became the impetus for the invention of magic devices.

Sealing and Rediscovery of Magic Devices

The past sealing of magic devices was caused by a disruption in the balance of Ael, which led to calamities and the Star Eater. Afterward, people abandoned many magic devices, and an era continued in which only the minimum devices, such as barrier magic devices, were in operation. However, over these several hundred years the danger of magic devices was forgotten, and they were gradually excavated again, allowing magic devices to spread across the world once more.



In a world where many magic devices support daily life, the crises once caused by magic devices have been forgotten.

始祖の Ki Cho

(Entelecheia

The great being that could be called the guardian of Telca Lymiles, the Chief Servitor of the Ancients. To prolong the life of the star, it feeds on the root of all things, the Aeal, and has continued living through eternal time while watching over the flow of Aeal.

Ancestor of Telca Lymiles

The history of the Chief Servitors of the Ancients is far older than that of humans or the Kritia tribe, and they are considered the first intelligent race born into the world. Individuals who adapted and evolved to the Aeal and survived among various lifeforms eventually came to be collectively called the "Chief Servitors of the Ancients." They live by consuming Aeal and have the characteristic of taking in and storing excess Aeal in their bodies. Their existence is considered indispensable for the maintenance of the natural environment as regulators of Aeal.

Existing Chief Servitors of the Ancients

Fellow

The reigning chieftain of the existing Chief Servitors of the Ancients. It dwells in the Cogol Desert and rules at the t

Belius

He built the town of Nodpolica and also serves as the head of the guild "Hall of Warriors." A close ally of Don.

Gushiosu

A Chief Servitor of the Ancients that guards the area around the Torbikia Continent. It is trapped in a reverse barrier

Chrome Dragon

As a knight order officer, he watches over Alexei while upholding his father's will and watching over the Duke.

Baur

Judith's partner and the youngest among existing individuals. Its majestic form gave rise to the dragon legends.

Astal

The chief retainer of the progenitors enshrined in the Baktion Temple. Falls into Alexei's trap and becomes a Sacre

Chrones

A gigantic individual that floats in the sky, cradling the Kritia clan town Mjolzo. Its appearance is literally that of a j

A Warning to Humankind

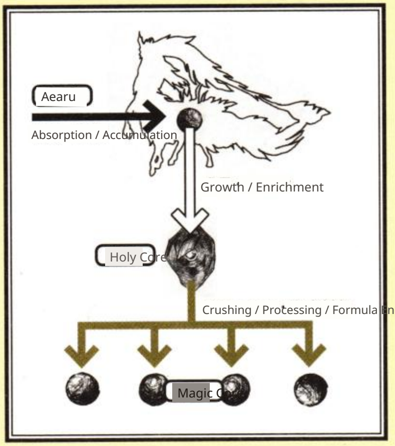
For the progenitors' chief retainers, who are responsible for regulating the amount of Aether, the expansion of magitechnical civilization is a cause for concern. If the rapid proliferation of magitechnical devices causes a large amount of Aether to be consumed at once, it will exceed their ability to adjust and disrupt the balance, bringing about the world's devastation. That is precisely why, during the ancient civilization era, although they understood the harms of magitechnical devices, they intervened to end civilization because humans could not bring themselves to completely abandon them. For this reason, the progenitors' chief retainers have gr

The Life of a Progenitor's Chief Retainer

The progenitors' chief retainers spend an extraordinarily long life accumulating Aether along with living their lives. The Aether continuously emanating from the Aether Cleft works negatively on other flora and fauna, so they ingest it, harden it within their bodies, and regulate the total amount. When they meet death, the condensed Aether remains as a high-purity energy crystal. This crystal is what is called a "Sacred Core," the basis of magi-cores. The Sacred Core's Aether purity is so high that it cannot be incorporated into magitechnical devices as is. Therefore, the Sacred Core is broken into pieces and treated as magi-cores. In the era of the Gelaiose civilization, in pursuit of more Sacred Cores, there were reckless people who challenged them in battle before the chief retainers died. It is the very lives of their kin who abhor magitechnical devices that become the core of magitechnical devices. Because the progenitors' chief retainers are aware of that contradiction, they especially deny magitechnical devices.

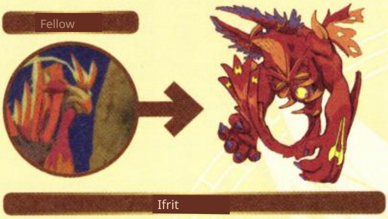
The primordial vassal chief lives in a frontier land where humans do not set foot and continues to absorb earls (Earl) to protect the stars

✷ The Progenitor's Chief Servant and the Holy Core / Demonic Core

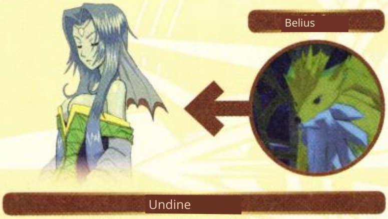

Aearu
Absorption / Accumulation
Growth / Enrichment
Holy Core
Crushing / Processing / Formula Engraving
Magic Core

Spiritualization

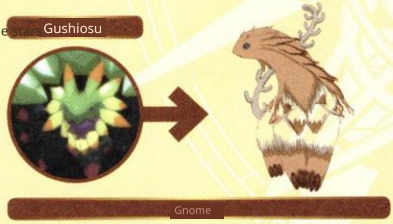
The Progenitor's Chief Servant's Holy Core reacts with the power of the supernatural being who manipulates Aether, the "Child of the Full Moon," and is reborn as a spirit that is close to the root of all things. The spirit that governs Aether can be seen as an Aether-conversion formula with a will, enabling it to interfere with the workings of the world. It also possesses the ability to suppress the Child of the Full Moon's power from excessively stimulating Aether.



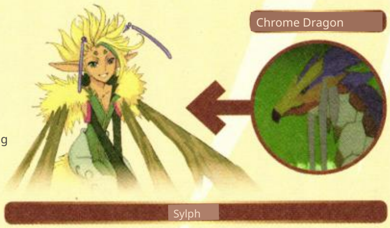
A spirit born from a Fellow's Holy Core, governing fire and having a fierce appearance. As in life, it becomes the leader of the spirits.



The first spirit born from the interaction of Belius's Holy Core and Estelle's power. It governs water and possesses the same dignity as Belius.



A small spirit that rules the earth. Gushios, who absorbed too much Ael and went mad, reincarnates just before becoming a star-devourer.



A delicate form with beautiful wings and antennae. It is what Chrome Dragon reincarnated as, a spirit that governs the wind.

EXTRA

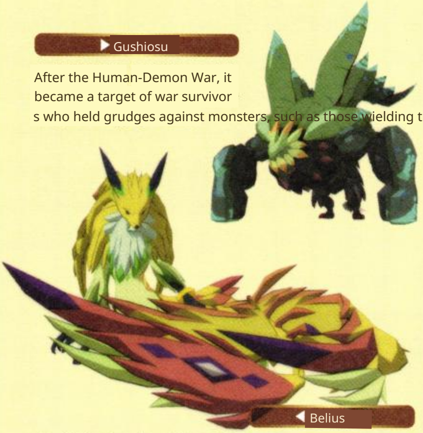
Person Magic War Conflict

じんませんそう

The so-called Human-Demon War, named for battles between humans and the monsters controlled by the Progenitor's Lieutenants. The truth behind it is a conflict over attacks by the Progenitor's Lieutenants—who sought to destroy humans—and the magical devices that threaten the world.

Overview of the War

The conflict commonly referred to as the "Human-Demon War" is generally understood as a battle between demons that attacked humans and the humans themselves. However, the truth is that it was a struggle between radical members of the Ancestor's vassals—who sought to destroy human-made magitechnology and its human creators—and moderates who defended humanity. Not only was there a revival and expansion of magitechnology civilization, but the empire mass-produced a new high-output magitechnology developed by the Kritia scientist Hermes. Fearing the disturbance of Ael, the radicals' anger reached its peak. The fighting ended when Elshifuru, the allied leader of the Ancestor's vassals and leader of the moderates, together with his friend Duke, defeated the radical leader. However, the empire did not mention the existence of the Ancestor's vassals; it only publicized that demons unleashed by the radicals had claimed many lives and that humans had prevailed over them. Thus, the true story of the Ancestor's vassals' struggle over magitechnology was never told, and the event is simply called the "Human-Demon War."



▶ Gushiosu

After the Human-Demon War, it became a target of war survivors who held grudges against monsters, such as those wielding the "Monster-Hunti

◀ Belius

The ancestor of Nordpolica. Although the chief retainer of the progenitor, he deepened his friendship with Whitehorse, the "Arrow That Shoots t

On Mount Temza, which became a fierce battlefield, soldiers' corpses piled up like mountains, and the Kritia tribe's settlements were burned do

What the Human-Demon War produced

The Imperial Army, largely composed of the empire's knight orders, fought under Emperor Kurnos XIV and the command of Knight Commander Aleksei, deploying Hermes-type magic devices—the very weapons that sparked the war—on the front lines. However, their disadvantage was apparent from the outbreak of hostilities. Before the overwhelming hordes of monsters controlled by the Progenitor's Lieutenants, soldiers quickly fell and died. As many capable troops were felled one after another, Aleksei introduced a Hermes-type mechanism called the "heart (Cadis) magic device." By replacing a deceased soldier's cardiac function with a magic device, he succeeded in reviving the dead to continue fighting. Now, survivors of the Human-Demon War are hailed as heroes: Schwan, serving as the chief of the knight order captains, and Haeger, the leader of the "Sea Calamity's Claw" who nonetheless maintains close ties to the knight order—both were victims of this experiment and continue to survive thanks to magic devices that consume their life force to function.

Heroes Duke and Elshifl

Countering the monsters and the radical Progenitor's Lieutenants who controlled them, it was Elshifl—the Progenitor's Lieutenants' leader—and his friend Duke who brought victory to the human side. Elshifl, who led his brethren as the liege of the Progenitor's Lieutenants, wished for the end of conflict and for Ael to stabilize so the world would be protected. By lending his wisdom and power to humans, he brought the fighting to a close. However, fearing his great power, the Imperial Army betrayed their original promise and murdered Elshifl. Upon learning of that vile act, Duke secretly took the Empire's treasure—the Astral Codex (Deinnomos)—after the war, and by means of its "Rizomata Formula," he took on the mission of calming Ael in place of his fallen friend. Though hailed as a hero by knights as the one who ended the war, his abandoning human society to wander the world alone stems from his despair in humanity and his resolve to save the world from human hands.

◀ Schwann

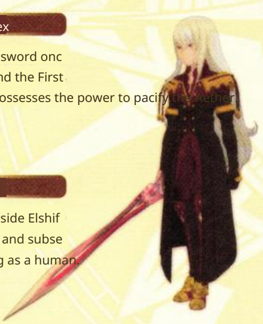
A war returnee bearing a heart magic device. Honored for his deeds, he is appointed chief of the knight captains.

▲Astral Codex

The imperial treasured sword once created by humans and the First Ancestor Servants. It possesses the power to pacify the Aether.

▶ Haeger

After the Human-Demon War, he becomes the leader of the "Sea Calamity's Claw," rising to head the underworld and acting in the shadows.



▶ The Duke

He joins the fight alongside Elshiful, but loses his friends and subsequently abandons living as a human.

Development of the Hermes-type magic devices

Hermes-type magic devices, introduced into armament devices and drive magic devices during the Human-Demon War, were secretly continued in research after the war by Alexei's unilateral decision. As test subjects for those experiments, he scattered magic devices and had Barbos and Ragou, among others, use them. Years of research and technology have now been applied to massive fortresses like Hercules, and the military strength of the empire under his control is steadily increasing.

Alexei secretly allied with the guild "Crimson Bond Mercenary Corps," using the guild's hideout as a cover to expand the military buildup.

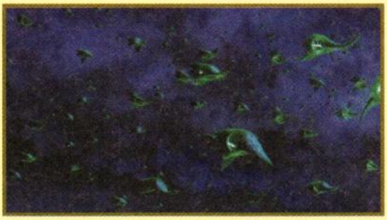
Star

Devour

み

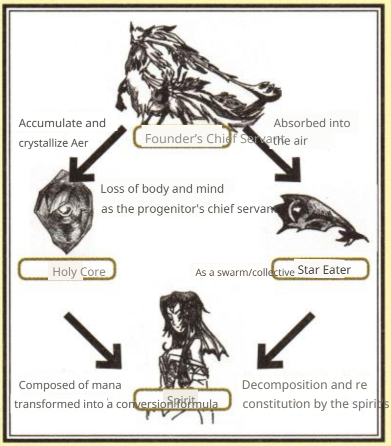
Ancient Calamity: Star Devourer

The First Ancestor Servants' ability to regulate the Aether is by no means perfect. If disturbances in the Aether increase, eventually they will exceed their capacity. Excessive Aether corrodes their minds and bodies, producing an end different from natural death. The calamity that corrodes stars—the Star Devourer—was born as the ultimate result of such mutated First Ancestor Servants. The Star Devourer that covered the world at the end of the Gelaeos civilization was triggered by Aether disturbances caused by the rampant use of magic devices at that time, sacrificing many First Ancestor Servants. Humans and the Kritia tribe, who had been reveling in the magic device civilization, borrowed the wisdom of the surviving First Ancestor Servants and, with the sealing at the Zaude Unassailable Palace, repelled this unprecedented calamity. Many of the magic devices discovered today were buried by people of that era to prevent the calamity from recurring. However, the Star Devourer is the price of a bygone civilization, and unless people truly abandon magic devices, it carries the potential to be triggered again and again.



Bodies corrupted by Aether collapse and transform into eerie beings that destroy all life. Many gather and become Star Devourers.

Death and Rebirth of the First Ancestor Servants

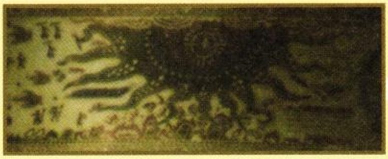

Founder's Chief Servant
Accumulate and crystallize Aer
Absorbed into the air
Loss of body and mind as the progenitor's chief servant
Holy Core
As a swarm/collective
Star Eater
Composed of mana transformed into a conversion formula
Spirit
Decomposition and reconstitution by the spirits “Rhizomata Formula

Hoshihami (Star Eater)

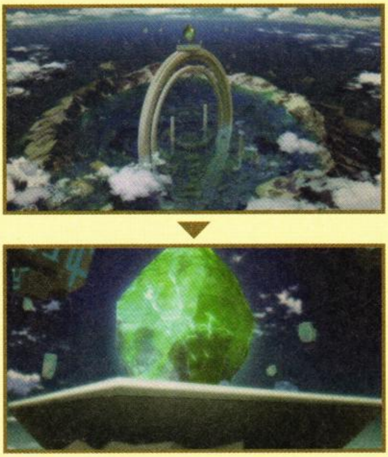
A calamity that covers the world: the Star Eater. It is a warning to the stars born from the sacrifice of the progenitor's chief servant who tried to protect the world. The Star Eater, once driven far into the sky in the past, loses its seal and descends upon the surface again.

Zaude Unassailable Palace and the Child of the Full Moon

The Zaude Impregnable Palace, which sealed the ancient Star-Eater in the heavens, is a gigantic barrier magic device constructed in the Inner Sea. The essence of the Star-Eater is a progenitor's subjugator mutated by disturbance of the Aerl, so conventional magic devices powered by Aerl cannot seal it within a barrier. Therefore, people who possess high adaptability to Aerl—called the "Children of the Full Moon"—chose the path of using their own lives as sustenance to seal the Star-Eater. The surviving Children of the Full Moon, having protected the world at the cost of their lives, took on the duty of sealing and managing the magic devices under a pact with the progenitor's subjugator, and became the forerunner of the Empire. The reason the Empire kept the magic devices under surveillance for a thousand years was not originally monopolistic control of the technology, but a historical circumstance stemming from leaders who had repelled the catastrophe. However, even the imperial family no longer pass on the details of that event accurately. The origin of the "Celestial Codex," which became a treasured sword as the key to the Zaude Impregnable Palace, has been forgotten, and the sacrifice of the clan's ancestor—the Child of the Full Moon—remains only



The confrontation with the Star-Eater, forgotten even by the Empire, is preserved to the present only through murals in the cities of the Critia people.



The giant magic core activated the spell using the life force of the Child of the Full Moon as power, and the satellite section "Riri's Morning Star" sealed the Star Eater

Return of the Star-Eater

After the ancient Star-Eater was repelled, the Critia people, atoning for their invention of magic devices, renounced all magic devices and strictly upheld the pact to the present day. Yet, over a thousand years, humans once again proliferated magic devices, disrupted the Aerl, and increased the burden on the progenitor's subjugator. Unfortunately, the mere existence of Esterise, a Child of the Full Moon with outstanding abilities, threatened the life of the progenitor's subjugator more than any magic device. When a Child of the Full Moon exerts power, they disturb the Aerl far more than Hermes-type magic devices do. The shackles were released by Alexei, who believed Zaude to be a colossal weapon and revived it. His actions triggered Zaude's collapse—sealing barriers that had lasted for over a thousand years vanished. Freed from suppression, the Star-Eater was drawn to the disturbed Aerl and descended upon the world once again.

No Child of the Full Moon stands again before the Zaude Impregnable Palace resurrected from the seabed, and the Star-Eater, having lost its seal, retur

✷ Sealing and Return of the Star-Eater

Era		Chronicle Event	Civilization
		Birth of the progenitor's subjugator The Birth of Humanity The Birth of the Critia Tribe	
About a thousand years ago	Aar	232 Ship Arselm Disaster 240 The Star-Eater, Sealed by Zaude Sealing and management of all magiliths	Ancient Geraeos Civilization
		Child of the Full Moon, First Emperor of the Empire	
Several hundred years ago		Magiliths discovered in present-day Aspio Repairs of magiliths progress around the world	
Ten years ago		Hermes-type magic device invention Human-Demon War	
Present		The destruction of Zaude, the return of the Star-Eater	

EXTRA

Gama Moon の No

(Mangetsu no Ko)

The one who bore a unique power within て、 them and once saved the world from crisis — "Child of the Full Moon." That presence, which shakes the air that pulses through the earth, continues to be buffeted by fleeting peace, returning threats, and swirling conspiracies.

A clan that manipulates eal

The clan of "Children of the Full Moon," who can manipulate the eal that fills the earth by their own will, has shouldered the role of leading human society since ancient times, and their position culminated with the arrival of the Geraeos civilization, which symbolized the magic device civilization. However, the fate of this clan—whose unparalleled presence was made known—was overturned by the Star Eater. They decided that the cause of the magic device civilization, which invited the torrent of eal, lay in their own power and their influence over eal, and chose to pour all of that power, along with their lives, into sealing the calamity. This sealing of the Star Eater was accomplished at the cost of a vast number of sacrifices. The corpses of those who offered prayers and gave their lives at the Zaude impregnable palace, the barrier magic device, were enshrined in a mausoleum called the Mirror-of-Longing tomb located beneath Zaude, but later, as society broke away from magic devices, even the existence

Not all of the Children of the Full Moon wished to save the world through self-sacrifice. Among them was a faction that stubbornly resisted abandoning the magitechnology civilization. However, they were defeated in conflicts with their kin—especially struggles involving the progenitor's steward—and, ironically, were confined to the very tombs that enshrined their sealed relatives. In other words, the descendants of the "Children of the Full Moon who desired magitechnology," treated as if dead while still alive, followed a twilight fate: for a thousand years thereafter they lived in a world completely cut off from the outside, gradually forgetting even the meaning of their own existence.

In the depths of Zaude, deep beneath the sea, countless tombstones stand in neat rows in the corridors that were built there. Now, no one visits the

Deeper within the burial grounds lies a townscape from the Geraeos civilization era. Under an artificial moon, descendants of the Child of the Full Mo

EXTRA

The Child of the Full Moon and the Radiant Star

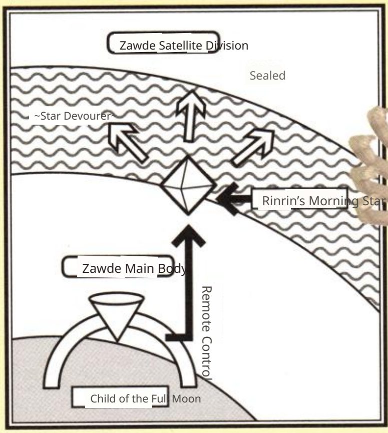
The Zaude Impregnable Palace, powered by the lives of the Children of the Full Moon, is — as its name "barrier magic device" suggests — a magical device intended to drive the Star-Eater away from the sky. However, unlike barrier devices that repel monsters on the surface, because the Star-Eater attacks from the sky, the devices that deploy the barrier's effects also needed to reach the upper atmosphere. Thus, the era's finest technology was concentrated to separate the satellite that projects the barrier from the control unit that operates it. Through remote operation from the main body, a vast barrier protecting the world was realized. The satellite launched into the sky shone with a brilliance of the barrier surpassing the stars, and in later ages it came to be called the "Radiant Star"; in folktales it is also spoken of as a "star that watches over people." Even if the reasons for that name were forgotten, this "star" has continued to fulfill its role unchanged.

Residents of Izayoi

A faction of the Children of the Full Moon, defeated in the conflict over the magic devices and seals and exiled from human society. Those who continued to live in the burial grounds became a legendary presence; their name is recorded in some sailing chronicles as the "Residents of Izayoi," named for the location of the burial grounds, the "Sea of Izayoi." A thousand years removed from the outside world, they still speak the language of the Geraeos era and preserve distinctive customs — living witnesses of history. Having lived as an isolated clan for such a long time, the reasons they went underground, and in particular their resentments toward estranged kin and the enslaved leaders of their founders, have long since been forgotten. In the temporary city built by their clan king Ohma, they quietly live on today as another set of victims of the Star-Eater.

Residents of Izayoi Descendants of the Children of the Full Moon living in the secluded town. They speak the lost ancient Teruka Lymirace language.

✸ Mechanism of the Zaude Impregnable Palace



Oma

The king who, thanks to the elixir Amrita, has lived for over a thousand years. His body has undergone bizarre transformatio

The Child of the Full Moon and Amrita

While researching the "Celestial Doctrine," Alexei was also exploring methods to create the Child of the Full Moon. The infamous Black Hope incident occurred because of this: all passengers and crew turned into monsters and met tragic deaths. The only survivor at that time was Patty. By means of the immortality elixir "Amrita," which Oma also mentioned, she survived and returned in the form of a young girl.

Publicly, it was treated as a massacre carried out by the escort guild "Sea Spirit's Fang," and the hundreds of victims were mourned at the Renansra Rock H

Trajectory of the Stars

~ Looking Back on the Story of "Tales of Vesperia" ~

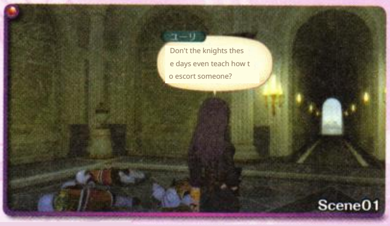
Yuri and his companions' journey is colored by many memorable words. Through the lines left by the "Radiant Star" and the people around it, their feelings are interpreted, bringing us closer to the true meaning engrav

Scene 01

●Zaphias Castle

"These days, the knight order can't even escort properly —can they teach you?"

In a corner of the imperial capital's castle, Lady Estelle is being pressed by knights. She, a candidate for the next emperor nominated by the council, has been softly detained by a rival faction's knight order under the pretext of protection. Yuri, who happens to be there and once belonged to a knight order himself, ironically remarks on the situation of knights turning their blades toward a woman of standing. For all their boasting of being the empire's guardians, they have neither etiquette nor manners, he notes.


ユーリ
Don't the knights these days even teach how to escort someone?
Scene01

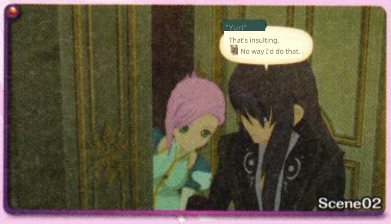
He makes a teasing remark precisely because he's convinced he won't be outperformed by any run-of-the-mill knight. Yuri's sword brilliantly saves Estelle.

Scene 02

●Zaphias Castle

"I've been told, 'Be careful if you meet him,' you know."

Estelle begs Yuri, who saved her from danger, to take her outside the castle. Yet despite her desperate plea, she naively warns "that man everyone's been talking about" not to peek while she changes.



To charm Knight Flynn's "dangerous" friend, whom he favors, he flashes his treasured sword and politely keeps him in check. Yuri can only give a wry smile.

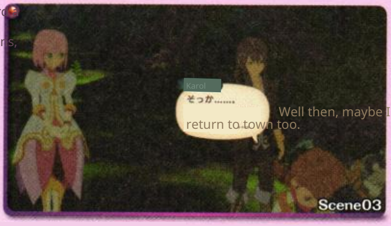
Scene 03

● Kuoio Forest

"I, the ace of the Demon-Hunting Sword…"

"I'll go with you to the town."

Carol, a pompadoured boy who mistook Yuri and his party for egg bears and attacked them, brushes off his mistake and proposes a "want" under the guise of "I'll give (escort)." His reckless solo actions and bluster hardly seem to match the title he claims to hold…



He's inwardly desperate to secure a companion to walk through the eerie forest. Yuri, a seasoned hand, sees through his forced cheerfulness.

Scene 04

● Kuoio Forest

"It stinks!!"

"You, you stink!"

Karol's Eggbear capture plan, dubbed the "Nose-Twisting Grand Operation," was a desperate scheme to lure the target out using the foul-smelling Nia fruit. For someone who was usually treated as dead weight at his guild, this success was a last-ditch chance to redeem himself. However, the stench that soaked into his body as the price of the daring assault caused not only physical effects but also severe psychological damage to those around him.

(Estelle
Ah, Laphicet, pull yourself together
Scene04 A

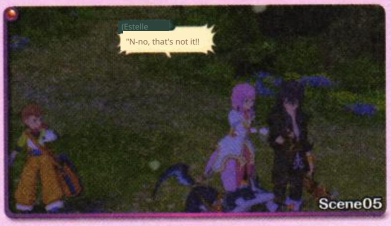
s for Raimond, who has an exceptional sense of smell, he goes into convulsions and faints. It's fine to be enthusiastic, but a word beforehand would

Scene 05

● Harul, the Flower Town

"Huh? Isn't that right?"

Ah. So they're already together, then?" Estelle, who worries about Flynn—just a knight serving the empire—as if he were her own, appears to Yuri as a sign of her innocence, having been used to proud nobles. He teases the trust between the two that transcends their social ranks with coarse, lower-class words.



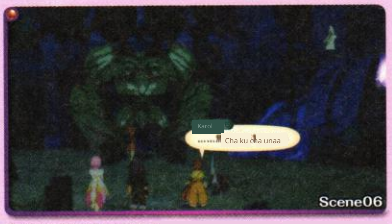
Startled by the unexpected revelation of an adult relationship, Karol recoils; naive Estelle raises her voice and vehemently denies it with all her might.

Scene 06

● Chaikos Ruins

"I don't know you, but if you're from Aspio, there's no way you don't know me."

To Rita, who knows her own abilities better than anyone, she has absolute confidence in her fame. Facing her, the magic-core thief who boldly retorted with "Who are you?" was, before Rita's haughty comeback, practically admitting he was something suspicious. Unless one had extraordinary confidence, one couldn't have said such a line.



The genius sorceress's overwhelming confidence — that there was no way she could be unknown — left not only the enemy but also the party momentarily speechless.

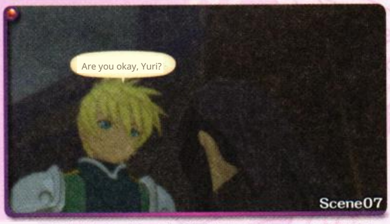
Scene 07

●Port Town Capua-Noll

"Oma"

......That's my line, isn't it?

Knowing that Flynn's life is being targeted by the council, he still diligently carried out the search for the imperial candidate Yodel and even faithfully performed the knightly pilgrimage. Such an overly earnest friend, who in turn shows concern for us, leaves even Yuri at a loss for words.



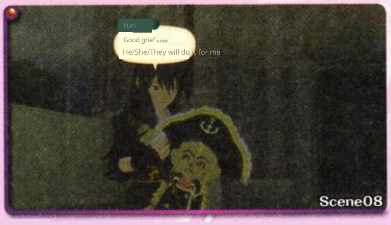
Despite the party's worries, Yuri, who is attacked by an assassin, gains support and even shows enough composure to lend a hand.

Scene 08

●Port Town Capua-Noll

"To take hold of a beautiful girl's hand,

"You need to be prepared for it," That encounter suddenly occurs at the governor's mansion, which local residents avoid. A rough-looking bodyguard brandishing a weapon and a blonde child being grabbed by the collar. Seeing what is clearly bullying of the weak, Yuri, acting as an adult, steps in. But such concern is unnecessary for her. The girl leaves behind an annoying line and disappears into the smoke screen.



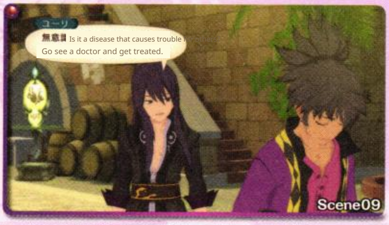
Left in Yuri's hand was an oddly elaborate substitute doll. The girl vanished without a trace as if hiding her identity.

Scene 09

●Port City Kapua Trim

"People tend to misunderstand me, you know"

The suspicious man who set a trap for the party in Kapuanor, the so-called "Raven," stood on the opposite shore's port town bathing in the sea breeze with an almost caricatured air of unnaturalness. A clash of excuses from a ham actor and the sarcastic compassion from a cynic erupts in a sparking conversation. The refreshing seaside view, under the dazzling sun, contrasts with the two men who alone are covered in dust.



無意識 Is it a disease that causes trouble
Go see a doctor and get treated.

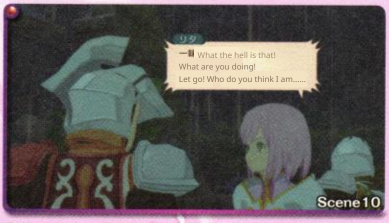
He appears without a hint of shame, brazen as ever. Yuri cuts him off without hesitation in response to his full-throttle two-faced excuses.

Scene 10

● The Fallen City of Carbocrum

"What do you mean by 'the gang'!"

Suspected of kidnapping "Princess Esterise," the party is captured by the begrudging knight Rubran. Standing beside Ester, who protests her innocence, Karol goes pale upon learning her identity, and Repede growls lowly in the tense atmosphere. Amid all this, the genius mage, outraged not so much by the accusation of guilt as by being treated as just another member of "the masses," vehemently objects.



一誰 What the hell is that!
What are you doing!
Let go! Who do you think I am......

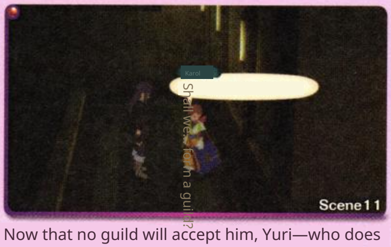
After having her existence belittled, she furiously protests at being lumped together with the comedy duo she never felt close to.

Scene 11

●New City Heliod

"Shall we... form a guild together?"

Carol, cast aside by his old group the "Beast-Hunting Sword," falls into despair over the cowardice that caused it — his habit of fleeing alone whenever danger appears and the weakness of his heart. Seeking a haven in Yuri, who, while teasing him, also accepts him, he unwittingly lets slip an invitation to join a guild.



Shall we... form a guild?

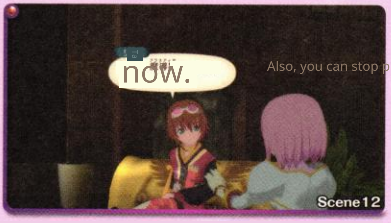
Now that no guild will accept him, Yuri—who doesn't try to drive him away—is his last hope.

Scene 12

●New City Heliod

"You can stop pretending to use the magichamber now."

Rita saw, in the spells Estelle cast, a rare innate talent that didn't even require a magical device. At first, Rita was merely interested in her as a research subject and accompanied her out of curiosity. But when Estelle risked herself to shield Rita from a runaway magical device, Rita spoke words of compassion for the first time. Moved by the sincere and straightforward affection Estelle showed, Rita resolved to respond in her own way.



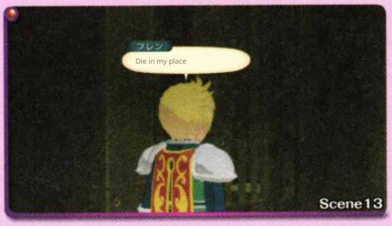
Also, you can stop pretending to use i
now.

To hide her power, Estelle keeps making earnest efforts and worries only about others. Rita reproves her and then subtly comforts her.

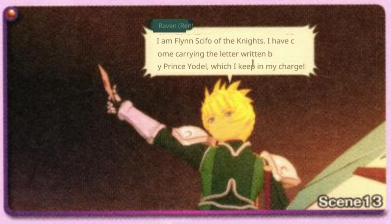
Scene 13 The Guild Nest Dangrest

"If I don't come back
Then...
Die in my place."

Fren falls into the trap set by Regent Ragou, who aims for the mutual destruction of the Empire and the Guild, and is captured by the Guild Union. Determined to prove his innocence and to realize peace between the Empire and the Guild Union once more, he resolves to break out of prison. He chooses to stake his body and life on realizing the ideal image of a knight and the ideal Empire. And the noble knight even borrows the life of his close friend for that wager. When Yuri comes to assist the jailbreak under the pretext of "just checking the situation," Fren casually says "I've been waiting for you," and leaves Yuri behind in the prison instead of himself. Because he knows Yuri's skill, he does not consider him someone who will be silently killed. Even so, should anything happen to him, he would accept his friend's death by substitution as a sacrifice to justice. He displays his resolute sense of sacred duty in stern words, mounts his horse, and rides off.


フレン
Die in my place
Scene13

Fren leaves his friend behind as a substitute without hesitation. Speaking his desperate determination over his friend's back, he bolts out of the town.

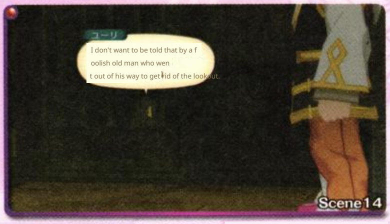

Raven (Ren)
I am Flynn Scifo of the Knights. I have come carrying the letter written by Prince Yodel, which I keep in my charge!
Scene13

Flynn returns to the dusk battlefield where the knights and the guild glare at each other, holding the stolen genuine letter from Yodel.

Scene 14 Guild's Nest Dangrest

"You enter prison in place of a friend, huh."
"What kind of madness is that, kid?"

Whitehorse, the great leader of the guild known for his brilliance, had sensed that his guild and the knight order were being driven into conflict by someone's hand. Yet at the unexpected teamwork between Flynn and Yuri, he chuckled with a certain relish. What his eyes reflected was either the recklessness of youth or a strong bond capable of shaking the world.

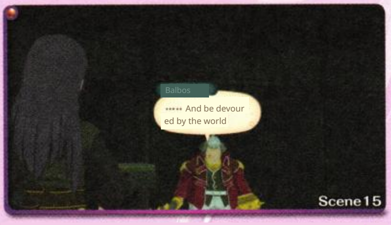

ユーリ
I don't want to be told that by a foolish old man who went out of his way to get rid of the lookout.
Scene14

The Don, who appeared intending to have Flynn help search for the mastermind, becomes intrigued by the two of them at the unexpected sight.

Scene 15 Gears Tower Gaspharost

"You..."
"You will one day create a great enemy for the world.
Like that Don."

Yuri confronted the mighty guild "Crimson Bond Mercenaries" head-on and even cornered their leader, Valbos. As Valbos was about to take his own life, he left Yuri with an ominous remark. Invoking the great man he himself could never surpass, it was as if he placed a curse called oppression upon him.

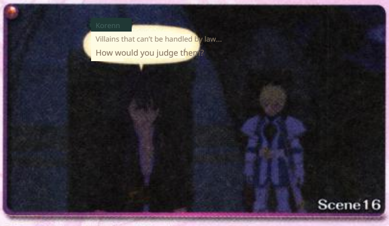

Balbos
***** And be devoured by the world
Scene15

With a kind of tribute to Yuri's arm and nerve, he inscribes in his death poem the misfortune that that will therefore beckon.

Scene 16 ● Guild's Nest Dangrest

"Even if the law and the council forgive you, I will not forgive you."

Not only did Ragou orchestrate a conflict between the Knights and the Union, he also kidnapped the next emperor candidate Yodel and threatened his life. Yet he hid behind his status and was charged only with a minor crime. The law did not deliver righteous judgment. Then I will do it myself. The words "what I can do" that Estelle repeated determined Yuri's resolve, and in the stillness of the night the sword of judgment was brought down.

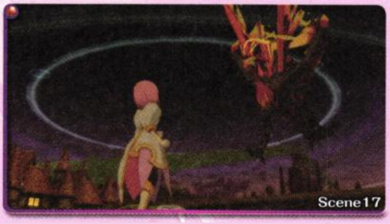

Korenn
Villains that can't be handled by law...
How would you judge them?
Scene16

To Flynn, who trembled with frustration at knowing the limits of the empire and its laws, Yuri suggested a punishment that would slip past the eyes of the law.

Scene 17 ● Guild's Nest Dangrest

"Am I... being targeted?"

The city of Dangrest, stirred by the anticipation of a new era brought by peace with the knight order, was bustling, and the town's heat lit the darkening sky red. Skimming that dusk, a gigantic monster appeared. Raising its scythe-like head above Estelle, the winged beast murmured softly, "The world's poison."

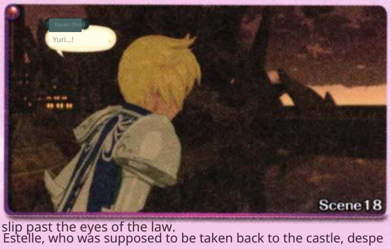


Before the cold, shining eyes of that giant being that spoke human language, she stood frozen, forgetting even the danger to her life.

Scene 18 ● Guild's Nest Dangrest

"...Guild. That's what you were talking about" Is that your way?

Yuri declared the formation of a guild to Flynn, who was asking about his own way of setting the world right. Determined to seek a way of life outside the limits of the knight orders incorporated into the empire's system and not bound by formulaic, imperfect laws, he chose the form of a guild. Flynn, who had continued to hope for the possibility of his friend's return to the knight order, was taken aback by the unexpected method Yuri proposed and could only murmur in surprise.

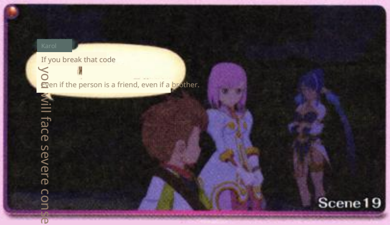


Estelle, who was supposed to be taken back to the castle, desperately wanted to accompany Yuri on his journey. Flynn, helpless, watched their bac

Scene 19 ● Central part of the Torbikia Continent

"That's the pride of the guild."

Carol, who had proposed forming a guild with Yuri as a long shot, could not contain his excitement when it came true. He spoke passionately about the guild's code and convictions, the very soul of the guild. Within those words shone the lofty ideals of his you


Karol
If you break that code
you will face severe consequences.
Even if the person is a friend, even if a brother.
Scene19

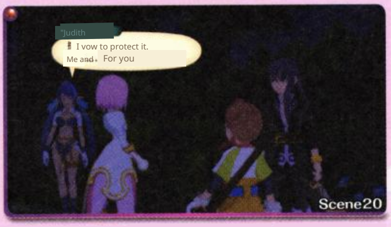
The gritty, harsh social norms that Carol, who grew up within the guild, speaks of are, in a sense, the very ideals he strives for.

Scene 20

● Central part of the Torbikia Continent

"I swear to uphold the code."

"For me... and for you all." Judith, who accompanied Karol to the guild he established by chance, also declares that she will add her name. The oath based on the precept "Act with righteousness; punish unrighteousness" reveals Estelle's hidden purpose: to discern the true nature of the power she conceals and, if necessary, not hesitate to act. It was also an expression of her determination to judge righteousness in her own way.


"Judith
I vow to protect it.
Me and For you
Scene20

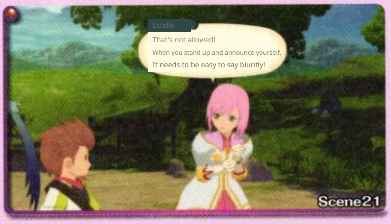
Carrying a secret she cannot tell the group, Judith, with a warning to herself, swears to uphold the code together with her "companions."

Scene 21

● Central continent of Tolverik

"Hey, what is that?"

Estell immediately shoots back ~~at the~~ name of the new guild Karol gave it—"Brave and Proud Full-Hearted Squad." Her gentle, graceful, and pure demeanor delivers an unrelenting critique. Even Karol, excited about forming the guild, is taken aback by her sharp retort.


Estelle
That's not allowed!
When you stand up and announce yourself,
It needs to be easy to say bluntly!
Scene21

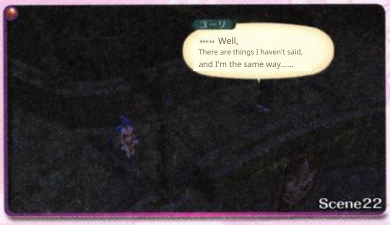
The "Courageous Heartful Troupe" is immediately thwarted by Estelle and disbands on the spot. They adopt the pleasant-sounding name "Lively Morning Star."

Scene 22

● New City Heliod

"There are things I haven't said, I'm the same way......"

Yuri, noticing Judith slipping away as if to hide from the others' eyes, tries to discern her true intentions upon learning of her past attempt on Estelle and that she had destroyed a magic device. However, even among comrades Yuri himself understood that not everything could be shared. After all, he had not told anyone about the sentence he had passed on Ragou.


ユーリ
...... Well,
There are things I haven't said,
and I'm the same way......
Scene22

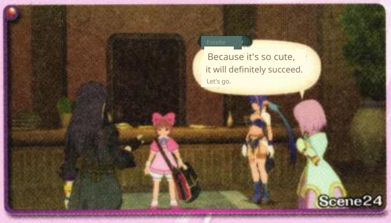
Not pressing Judith further for not denying the past, Yuri turns his back and leaves the scene.

Scene 23

● New City Heliod

"A woman puts on clothes with spirit."

Yes, with a single burst of resolve a woman transforms from a chrysalis into a butterfly. If the peerless beauty Judith says it, it carries weight—but the pink dress handed over is for Karol. Stunned and dazed, he looks up to find only her usual coy smile. Even if the prank feels like it goes too far, what's done is done and there's no getting off the ride now...

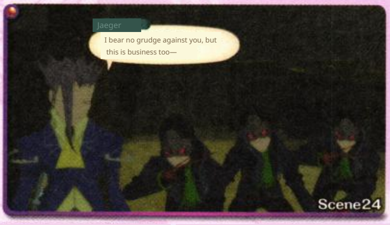

Estelle
Because it's so cute,
it will definitely succeed.
Let's go.
Scene24

In the mind of a 12-year-old boy echoes in vain the pure seal of approval from Estelle! What fate awaits the cross-dressing boy!?

Scene 24 ●New City Heliod

"I bear you no grudge, but this is business —"

Hired by the knight Kumore, who shows ominous behavior, the mysterious arms dealer Jaeger not only assists in his schemes but even helps him flee. His manner of speech suggests he sees through his employer's meanness while remaining steadfastly committed to his own business. Knowing that his maneuvers will throw the empire into chaos, Jaeger flashes a defiant smile and calls it "work."

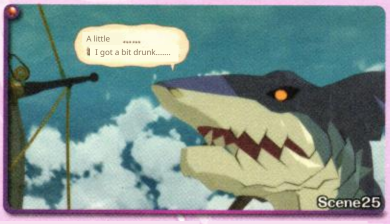


Declaring that emotion has no place in business, Jaeger repeatedly leads the red-eyed assassins who target Yuri's life and stands in their way.

Scene 25 ●Fieltia

"It was a pleasant voyage..."

The party, heading straight for the desert in search of the secret hidden in Estelle, has a startling reunion aboard a ship attacked by fishmen with Patty, the young adventurer they also met at Lagow Manor. According to her, who emerges from the fishmen's mouths, “I was playing with monsters.” Her huge, carefree demeanor—completely at odds with her cute appearance—leaves everyone utterly deflated.

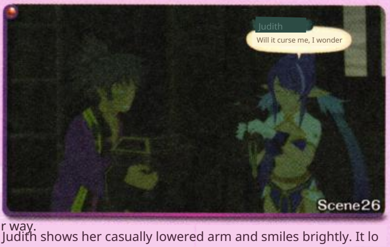


From among the fish-people comes a voice with a familiar elderly tone! A powerful reunion that one cannot forget even if they wanted to.

Scene 26 ●Ghost Ship Arselm

"Judith-chan, you're so daring."

In the dictionary of the carefree and optimistic Kritia tribe, the word timidity does not exist. For them, ripping relics from corpses lying in a ghost ship is a piece of cake. That said, taking the precious little box clutched to a dead man's chest along with the right arm of the deceased Ronchie—such boldness and ruthlessness—seems less a racial trait and more reasonably judged as Judith's personal preference.



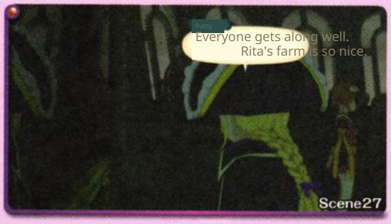
Judith shows her casually lowered arm and smiles brightly. It looks like she is enjoying herself from the heart, not out of a sense of duty...

Scene 27 ●Ghost Ship Arselm

"Ah, I am

"It's not like I'm happy about it or anything."

The mysterious box that the owner of the ghost ship has continued to protect. Estelle intends to deliver it as a funeral offering to the dead, while Rita plans to deliver it to learn the true nature of what seems to be connected to magic cores and magical devices. Is Rita's tough front just her usual stubbornness, or is it a bashful cover because she admires Estelle?



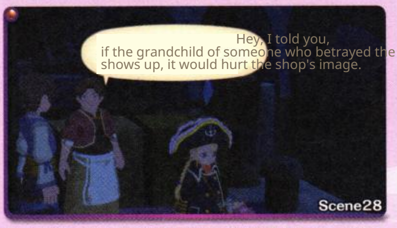
When Patty praises the camaraderie among the group, Rita snaps back. Is she seeing through those twisted feelings of hers as well?

Scene 28

●Arena City Nordpolica

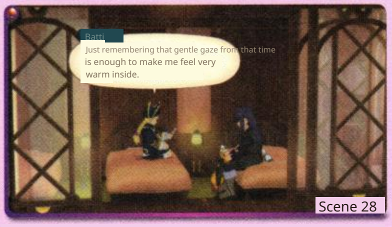
"Is it... because I'm Aifreed's grandchild?"

Having lost most of her memories, Patty clings to the faint clue that she might be the "grandchild of a great pirate" as she searches for her past. However, the grandfather who betrayed the guild's code becomes a mark of scorn the moment his lineage is revealed, making even her a target of hatred. With no one else to turn to in a vast world, overcome by loneliness and unease, Patty suppresses her emotions and sets out alone for the desert.



Hey, I told you,
if the grandchild of someone who betrayed the guild
shows up, it would hurt the shop's image.

If Aifreed is labeled a heinous man who tainted the guild's name, even Patty is refused permission to stop by the shop.



Batti
Just remembering that gentle gaze from that time is enough to make me feel very warm inside.

Believing in his grandfather's innocence based on the faint, lingering warm memories, Patti continues to travel with Yuri and the others, neither fully close nor fully distant.

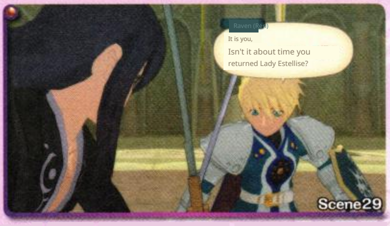
Scene 29

●Arena City Nordpolica

"That princess really doesn't listen to what I say very easily."

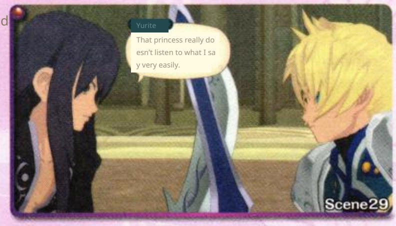
Mysterious Request

Seizing the rare opportunity for a duel, the two who finally exchanged blades in earnest seemed, beyond the fight itself, to be showing each other their convictions and those they must protect.



Raven (Re)
It is you,
Isn't it about time you returned Lady Estellise?

Rude, forceful, careless, and selfish. Unable to keep Estelle by Yuri's side for long, they demand her return to the castle.



Yurite
That princess really doesn't listen to what I say very easily.

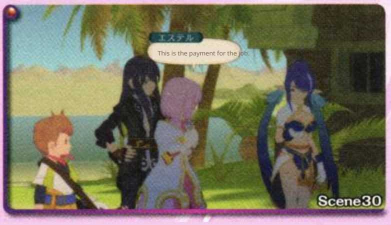
Implying that Yuri will thoroughly accompany Estelle in her resolve to seek the secret of herself known as the "Poison of the World."

Scene 30

● Mantique, the City of Water and Yellow Sand

"What a lovely gem."

As a token of gratitude for searching for their parents, the young siblings offered a single glass bead. No one refused the request despite such a meager reward. The party confirmed that the law's proclamation of "for one person" did not mean only for comrades.



エステル
This is the payment for the job.

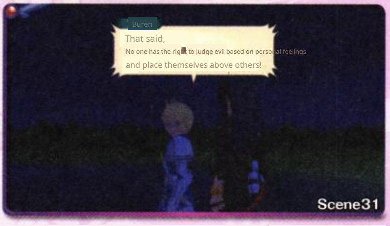
Worried for their parents who were taken into the desert, they receive help from "Rinrin's 'Morning Star,'" who, aware of the danger, assists the small req

Scene 31

● Mantique, the City of Water and Yellow Sand

"Don't choose."
"I've already chosen."

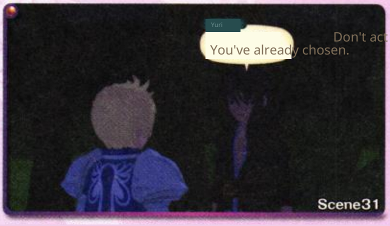
The unjust knight Cumor, who wielded power arrogantly, disregarded people's lives for the sake of fame and hedonism. As obvious evil was overlooked and reality invited misfortune, Yuri, following the choice he had resolved in his heart, stained his hands once again. Having witnessed his close friend's lynching, Flynn fiercely pressed him, insisting that correcting distortion and inequality requires resolute norms that transcend the individual. Yuri retorted that righteous arguments only force tragedy upon the weak. Behind the two, the quicksand that had swallowed Cumor spread out like a dark sea.



Buren

That said,
No one has the right to judge evil based on personal feelings
and place themselves above others!

Having crossed an unforgivable line that cannot be justified, and showing not the slightest remorse, Yuri is confronted head-on by Flynn.



Yuri

Don't act like you're choosing.
You've already chosen.

Yuri, with sharp words, forces himself to accept that his actions are no longer merely on the path of torment.

Scene 32

● Mantique, the City of Water and Yellow Sand

"Are you afraid of me?"

Despite knowing the blood vengeance against Ragou and Kumor and the two crimes committed, Estelle looks up at Yuri with stoic resolve. Responding to that sincere gaze, Yuri R simply asked one quiet question. Estell's answer was "a handshake." Back then, when she still knew nothing of the world outside the castle, it was a gentle hand she extended to the sharp-tongued man who had taken her away — a kind gesture meaning "please continue to look after me."

Estell smiles and offers a handshake, saying she will continue to follow him without change. She seems to cradle his right hand, tainted by sin, with

Scene 33

●Fjeldia

"...Because it's my path."

To destroy the Hermes-type magitechnical devices that threaten Eal. That was both a vow to protect Eal alongside the progenitor's steward and a bitter pledge sworn to himself to defend the honor of his father Hermes, who brought such devices into the world. Precisely for that reason, for her it is a path she must follow even if it means taking risks or betraying "comrades." She glances once at the driving magitechnical device she herself destroyed, which emits black smoke, and together with Baul she soars into the night sea. With the voices of the "comrades" left on the ship below her, she looks straight along the course she decided long ago, willing to risk reproach.

リタ

Why?

Before the path Judith walks, the rules with her comrades mean nothing. Still, the face she turns shows an expression that could be read as anguish

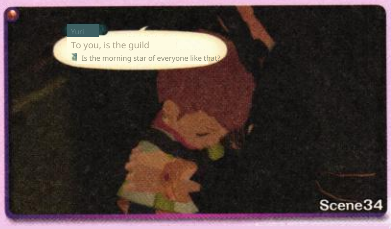
Scene 34

● Guild's Nest Dangrest

"I'm not as strong as Yuri"

"I'm not strong like Yuri!"

Don subdued the guild conflicts born from Jaeger's conspiracy with his own life. The death of the great boss brought an overwhelming sense of loss to Karol, whose greatest goal had been to gain his approval. Pouring out every bit of self-pity to Yuri, who scolded him to live up to Don's expectations, he wandered both body and soul into the backstreets.



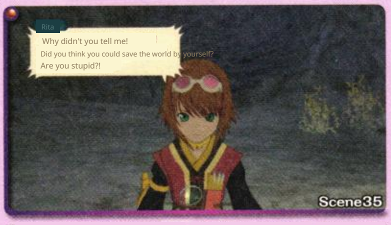
Even Don's last words—telling him to support the guild—have become a burden, and Karol shuts his eyes to the hope he has lost.

Scene 35

● Mount Temza

「Do you think you're saving the world all by yourself? Are you stupid?!

Judith endured the assaults of the "Demon-Hunting Sword" to protect Baul. Judith kept destroying magic devices to protect the world. Without telling her comrades a single word, carrying that burden and seeming trance-like, Rita shouts with her usual catchphrase laced with frustration. If she'd told us, we would have helped anytime! We're friends!!



Rita rushes forward, raising her voice. Her anger is also directed at herself for not noticing her companions' suffering.

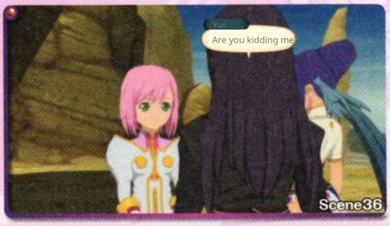
Scene 36

●Fellow's Rocky Area

"If my being alive" "If my being alive is" •••

"not forgiven... then I'd rather be dead."

The fact that she is a reviled being—the "Child of the Full Moon"—and, above all, the remorse for causing the death of the progenitor's subordinate Belius, drove Estelle to a desperate encounter with a Fellow. She voiced an unthinkable wish, saying she would accept her own death if only her mystery could be revealed.



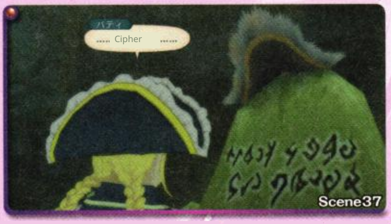
Yuri, who has always respected Estelle's choices, harshly scolds her for the first time when she utters the word "death."

Scene 37

● Renansra Rock Hollow

「••••••"Cipher..."

At last, the truth surrounding Ifrit was revealed— and it was far more horrific than the rumors. Overcome by grief before the hundreds of grave markers of those who had lost their lives to his atrocities, Patty collapsed and involuntarily whispered the name of a man. Whatever she found in the pirate hat laid as an offering, the "granddaughter of the great pirate" did not speak.

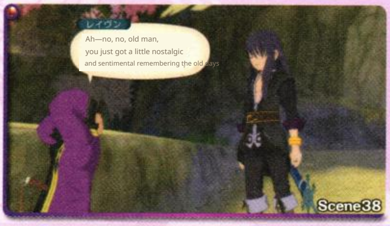


At Patty's unusually disturbed state, only Yuri senses something more than just "the disappointment of learning about his grandfather's past."

Scene 38

● Forest of Egosor

"Trying as if you're going to die is a privilege of the living. Dead people don't have convictions or resolve..." Protecting Estelle from the interference of the magic device, driving back the knights on the summit, Yuri and the others press on at the risk of their lives to open the path to Myorzo. At their hot and earnest determination, Raven mutters to himself with a trace of self-mockery, as if to say he were a dead man.


レイヴン
Ah—no, no, old man,
you just got a little nostalgic
and sentimental remembering the old days
Scene38

He tries to brush it off with a teasing attitude, but even that appearance looks to Yuri like a man seeking a place to die.

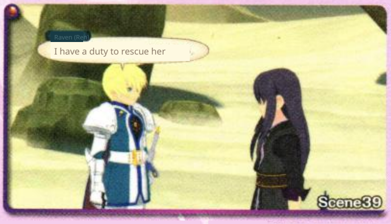
Scene 39

●Ancient Hometown Yormgen

...Then let me join you too.

"To the Star of Rinri"

Learning of the rebellion of Commander Alexei, who had proclaimed lofty ideals, Flynn, who had long harbored doubts, decides to part ways. However, with Yodel's life now the top priority, even the princess cannot forcefully carry out Esther's rescue. He, acting against what a knight should be by defying laws and organization, insists on accompanying them.


Raven (Ren)
I have a duty to rescue her
Scene39

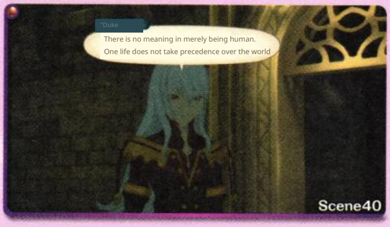
Raven entrusts his troops to his subordinates and, together with the "Bright Star," heads to rescue Estelle, who was abducted by Alexei.

Scene 40

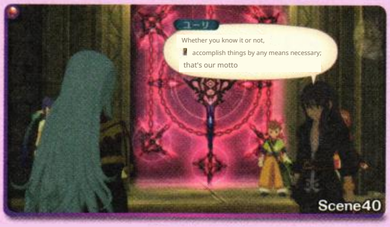
●Forgotten Temple Baktion

"Listen, that foolish,
worldly-ignorant young lady
is one of our comrades"

Duke fears that Estelle disrupts the Aer more than any magic device. He suggests that as long as the Child of the Full Moon's power exists, the Aer will never be calmed, implying that Estelle's death might bring the situation to an end. However, Yuri rejects this selfish scheme, arguing that the world should include Estelle herself and that no world worth having would be saved by sacrificing one of their own comrades.


"Duke
There is no meaning in merely being human.
One life does not take precedence over the world
Scene40

Declaring that the world is more important than Estelle's single life, Duke speaks out before Yuri and the others who came to rescue her.


ユーリ
Whether you know it or not,
accomplish things by any means necessary;
that's our motto
Scene40

When Duke warns about Estelle's danger, Yuri cuts him off, saying that companions' problems should be solved by companions.

Scene 41

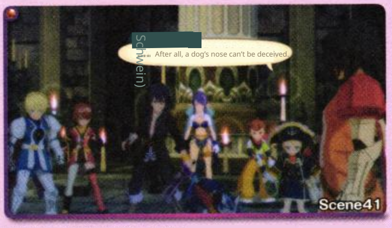
●Forgotten Temple Bakhthion

"……After all, a dog's nose can't be deceived."

"Can't fool it?"

Raven, who often clouded those around him with dubious words and actions while at times supporting the party with the bearing of an elder, had now accomplished his goal of abducting the full-moon child Estelle. Intending to deal with the small fry who dared defy Lor

he appeared claiming to be Chief Knight Commander Schwein Oltrein. Adopting the temporary title of the "Arrow That Pierces the Heavens" as his Number Two alias, the man clad in the scarlet armor—the mark of the personal guard—had undergone such a transformation that even his former comrades could not recognize him. Only Rapido, who smelled a familiar scent, was the exception.



The commander-in-chief of the knight order, who emerges from the darkness, stands in the way with an intimidating presence unthinkable from the man who usually cracked jokes.

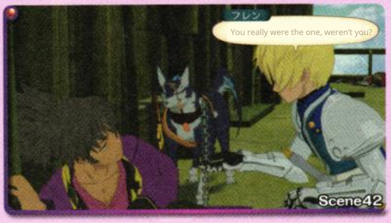
Scene 42

●Mobile Fortress Hercules

"Well then, to Lord Captain"

"Since we've looked after each other,"

"Let's go settle the score, shall we?" Raven, who died in the human-demon war ten years ago and was revived through Alexei's intervention. With the heart magical device he was given, his body could not easily die; paradoxically, he lost hope for life and continued living only through momentary pleasures and blind obedience to his missions. In a battle with Yuri he was taken by the collapse of ruins as a substitute, and even though death had forsaken him, when he crawled up from beneath the rubble he discarded the false loyalty tied to the name "Schwan" at the brink of the underworld.



Flen, grateful that Raven survived, continues to show the same respect for him even after learning his true identity, and they pledge to fight together.

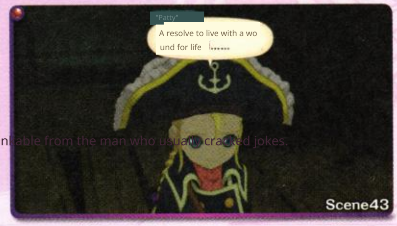
Scene 43

●Mobile Fortress Hercules

"Swallow the wound for a lifetime"

"The resolve to live……"

No matter how dear the person is, if it is necessary he will swing the blade without hesitation. Flynn senses that resolve in Yuri, and says that if Yuri becomes stained by sin he would also stop his friend with his sword. Their shared resolve and the trust that underpins it. Patty reflects on the deep wound she must face herself.



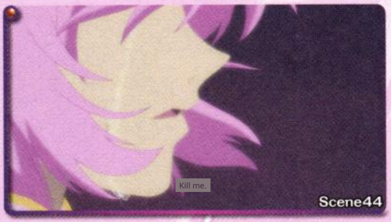
Yuri's resolve and Flynn's words accepting it foreshadow his confrontation with a past he feels he must settle.

Scene 44

●Imperial Capital Zaphias

"Kill me"

Estelle, captured by Alexei, now disrupts the flow of aer regardless of her will, turning the imperial capital into a den of demons. Believing herself to be the "poison of the world," she thinks that as long as she lives she will wound those around her, and eventually even drive her companions to death. Through tear-blurred vision she sees Yuri, and overwhelmed by a premonition of despair, Estelle utters a wordless, wrenching cry.



Falling into Alexei's hands and standing before the path of the sword, she earnestly longs for the death Yuri tried to dissuade her from, seeing it as her on

Scene 45 • Sofel Ice-Blade Sea

"It's my win!!"

The monster Bite Joe, which nests in the sea of ice, reveals its hostility and attacks the party. Faced with overwhelming force, they collapse and can only wait to become prey, but Karol raises his weapon alone and stands up to fight. “If not now, when?” encouraged by Don’s words that resurged in his mind, Karol bravely carries out a man’s challenge to the end.

Karol
It's my victory!!
Scene45

To break away from the person who had kept running away until then, Karol single-handedly slays a giant monster and protects his comrades.

Scene 46 ● Kuoio Forest

"We're comrades, aren't we!"

Yuri slips away from his companions to storm the imperial capital alone + one animal to save Estelle. It was his consideration to avoid involving everyone in any further danger. However, his plan collapses without success, and poor Yuri is beaten and roughed up. Karol speaks up: such tactless consideration is unnecessary. Sharing even acknowledged dangers—that is what being "comrades" means.

Yuri
…… I'm beat
Scene46

Rapido's betrayal—rather, his prudent judgment—informs on Yuri's unilateral action, and they decide once again to head to the imperial capital together as a group.

Scene 47 Illykia Continent · Maiocia Plain

"I steeled myself."

"And on top of that, I'm going to go pick up our hope." Hope. It is probably something that already "exists" at hand, and something to be "fulfilled." To speak of "picking up" that "hope"—a symbol of hope and the future—as if searching for it in the sand, how desolate that sounds. Yet Yuri said this about saving Estell. He showed the resolve already decided in his heart: that he was prepared even to give a friend their final farewell. With that accepted, he would still storm the imperial capital turned into a sea of crimson miasma to scoop up the tears of a comrade who had wished for death himself.

フレン
In the unlikely event, you...
Scene47

Fren, who learns that Estelle is the cause of the imperial capital's damage, suggests that her life in the midst of the turmoil may not be guarant

Yuri
I've already made my choice.
Have you forgotten?
Scene47

Knowing even what must be done to her in the worst case, Yuri heads out to stop the rampaging Estelle.

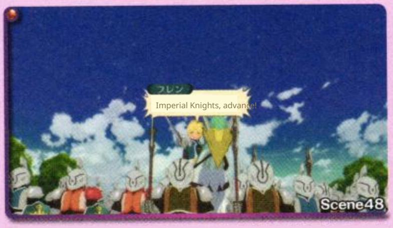
Scene 48 Illyria Continent · Maiokia Plain

"We are knights.

"He is a knight who protects the citizens with that sword!"

Not only are their own lives threatened, but even Estelle—whom they were supposed to rescue—might end up stopped by giving her life. Even so, Yuri clings to hope of "saving" her.

Moved by Yuri's determination to hold on to hope of saving her, Flynn stakes his knightly soul. Alexei's outrage is clearly now a threat to the empire; opening the path for the "Radiant Morning Star" is nothing less than protecting the nation and its people. Convinced by Yuri's resolve, Flynn raises his shining knightly sword to the sky and confronts Alexei's guard, who surge forward en masse to block the invasion of the imperial capital.



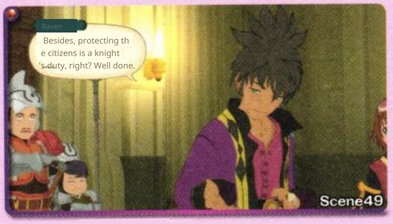
At the war cry raised by the true knight, his faithful subordinates, who trust him, also stand with renewed pride, and clear the path for Yuri as he charges forward.

Scene 49

●Zaphias Castle

"Ha! My apologies.
Just plain Lord Raven!"

Estelle's provoked Aearr rampage throws Zaphias into utter chaos. Above all, the party was concerned for the safety of the townspeople in the lower town. However, by the unilateral decision of Lieutenant LeBlanc of the Schwean unit, the residents evacuated into the castle without a single casualty. When he came to report, prepared to accept punishment, Raven comforted him, saying that was precisely a knight's duty. Though he claims to have abandoned that name, the overwhelmingly revered great Schwean—"just Raven"—moved LeBlanc to tears.


Raven
Besides, protecting the citizens is a knight's duty, right? Well done.
Scene49

LeBlanc was so surprised to be unexpectedly praised by the captain that
and, after a moment, burst into tears while standing rigid.

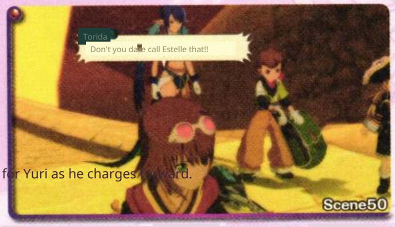
Scene 50

● Zaphias Castle · Sword Staircase

"To stop a rampaging magitechnical device,
there is no choice but to destroy it."

"You should all know that well," Alexei declared, scheming to resurrect the ancient weapon Zaude by exploiting the power of the Moonchild. He said this about Estelle to Yuri and the others who had come after her.

Seeing her lose herself and wield power as if she were an object, the "Radiant Morning Star" shows visible anger at his wanton behavior.

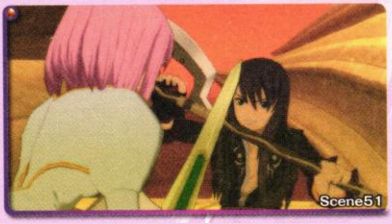


Now Rita, who openly calls herself a "friend," shouts at the top of her lungs to try to dispel the harsh fate Estelle bears.

Scene 51 Zaphias Castle · Sword Stairway

"Now... I will make you restful."

Estelle cannot hear her companions. Estelle attacks in silence. A momentary light stirs in her dark, wide-open eyes, and she speaks the only hope allowed to her. Pushing her soul to its limits in a plea, Yuri points his sword at her. With companions shouting behind him, sensing the worst and trying to restrain him, he faces her with unshakable resolve—



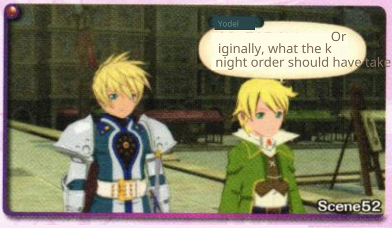
Yuri, who had once scolded him for speaking of death in front of the fellows, leaves everyone holding their breath as they wonder whether he would

Scene 52

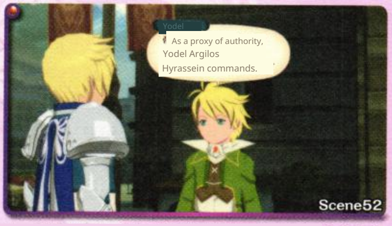
● Imperial Capital Zaphias

"Imperial Knight Flen Seaf, join forces with Guild Riri's Morning Star and stop Alexei."

Making the slight possibility come true, Yuri, the "Morning Star of Riri," rescues Estelle. At the same time, the heir to the throne, Yoder, may have been ashamed of himself for tacitly hinting that he would let her die. To settle matters with Alexei, he formally orders Flen to accompany Yuri to the Zaude Impregnable Palace, intending to support him with all the authority at his disposal. The resolve and righteous anger of the two men moved even the core of the empire.


Yodel
Originally, what the knight order should have taken the lead on is being carried out by you civilians.
Scene52

Yodel apologizes for the national organization falling behind Yuri and his group. Yuri's determination finally moves Yodel as well.



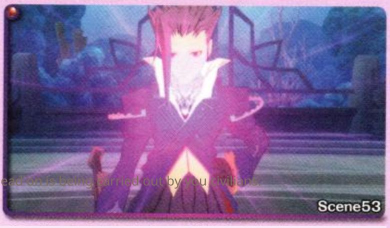
Yodel perceives Flen's feelings, who was under Alexei's banner, and pushes him forward when he hesitates to leave the unit.

Scene 53

● Zaude Impregnable Palac

"We and you were enemies from the start "Destiny that will become like this someday"

Like Raven, he had a Heart Engine implanted, and Yega was forced to live as Alexei's limbs. He aided the guild conflicts and joined hands with Kyumor. While forging alliances, he fed Yuri and the others information about Alexei to curb the growing power. Yet, ultimately incompatible, the two sides stood on the battlefield of fate to settle their dispute. Friendship cannot be bound for eternity — that is a fanciful fantasy. The symphony woven by Jaeger's assaults lures Yuri into the Abyss and seeks to seal Reverse. But in the end Jaeger's figure becomes legend, lying as a bed for the ancient legacy.



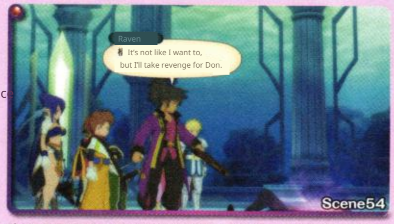
As if yearning for the silence that death brings, Yeager releases the power of his magitechnical device to fight and scatter his life.

Scene 54

● Zaude Impregnable Palace

"It's not really my style, but "I'll take revenge for Don."

As a spy for the knighthood and the number two of "Arrow That Pierces the Sky," Raven admired Don's boldness and generosity in treating him as a close aide despite knowing his origins. Don's presence gave Raven, who had been a living corpse, a certain sense of fulfillment. When Yeager's covert actions led to Don's suicide, Raven, as a member of the guild known as "Raven," sought to avenge him.



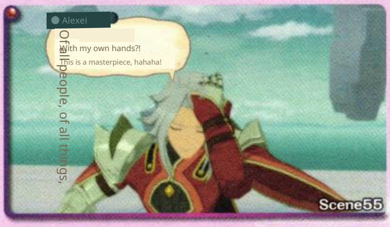
To repay Don who gave him hope to live, Raven seeks to honor the dead with a revenge most fitting for a guild.

Scene 55

● Zaude Impregnable Palace

"The calamity has always been here, "Right there"

Thanks to Estelle's power, Alexei finally restored Zaude's Impregnable Palace. However, its true nature was not the super weapon he had wished for but a gigantic barrier magitechnic device, and careless contact released the ancient calamity "Star-Eater" that the seal was supposed to hold back. He, forgetting even Yuri's gaze, laughs uproariously at the irremediable tragedy his ambition has brought about.


Alexei
With my own hands?!
This is a masterpiece, hahaha!
Of all people, of all things,
Scene55

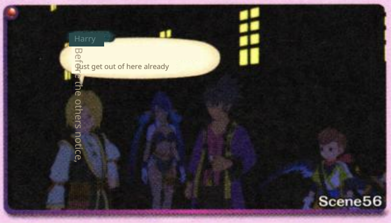
After years of toil, Alexei learns that what he gained is a calamity that will destroy the world, and he dies in despair.

Scene 56

● Guild's Nest Dangrest

"Don't be ridiculous, "This is going to be stolen."

To save Estelle, who is being consumed by her own power, Rita seeks the Sacred Core left by the Primeval's steward Beryus and negotiates with Don's grandson Harry. Harry, who says the Sacred Core — a keepsake of Don's — can only be passed to the heir of the Guild Union, balks, but pressed by their determination he allows them to "steal" his precious memento.


Harry
Just get out of here already
Before the others notice,
Scene56

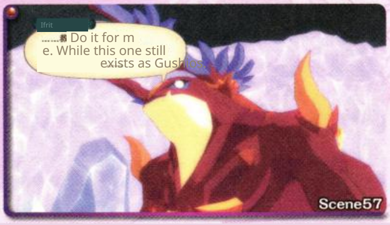
Without asking for a reason and handing it over, perhaps there is also a thought of recognizing Yuri as "the one who inherits Don's spirit"
Perhaps there is also a thought of recognizing him as "the one who inherits Don's spirit."

Scene 57

● Elearumin Quartz Forest

"Gushios..." "I'm sorry..."

As the only means to oppose the Star Eater, the party borrows the power of the Founders' servant leader. Though the wish they make is tantamount to courting death, they still entrust their lives to him. But when they learn that even the Star Eater is the eventual remnant of the Founders' servant leader who tried to calm the Aether, Judith once again begs forgiveness for human folly and the great sacrifices they bear.


Ifrit
……Do it for me. While this one still exists as Gushios.
Scene57

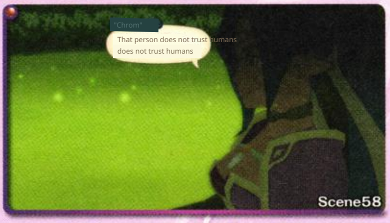
The ancestral subjugator sacrifices himself and is transformed into a Star-Eater, shocking the party that sought his power and filling them with remorse.

Scene 58

● Lerewiese Ancient Cavern

"...Even so, I don't want to see that person act as an enemy to his own kind."

Duke is resolved to destroy people and save the world. Chrome, whose ally is Duke and whose father is Elciful, the Primeval's steward, understands Duke's intentions yet also wishes to restrain him. When Yuri and the others propose a new plan to abandon the magic device and seal the Star Eater, she places her hope in saving Duke and reincarnates herself into a spirit.


"Chrom"
That person does not trust humans
does not trust humans
Scene58

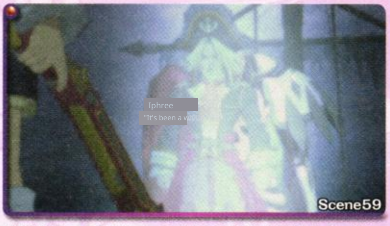
If there is a way for the Duke to no longer hurt people, Chrom entrusts his life to Yuri.

Scene 59

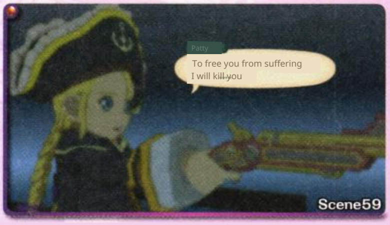
●Ghost Ship Arselm

"I'll kill you"

Raising the "Beautiful Star" over the sea, Patty calls the Arselm. The resolve she secretly made was to bury Cypher, her incomparable friend who had taken on all disgrace and become a monster. While protecting the leader's life and mourning the dead, Cypher, wandering unable even to die, now faces Patty—who has recovered all her memories—with the barrel of a gun as she assumes the title of famed pirate guild leader "Eifreed." It is a wound that must be borne precisely because he is a friend, a soul-rending injury. The gunshot sounded like a roar across the night sea.



Cypher, who continued to worry about Patty even after becoming a monster, repeatedly spoke words of concern even at his death.



Patty apologized for having lost her memory and took on Cypher's suffering, giving him peace through death.

Scene 60

● Northern Hypionia Continent

"Hmph, even at a time like this

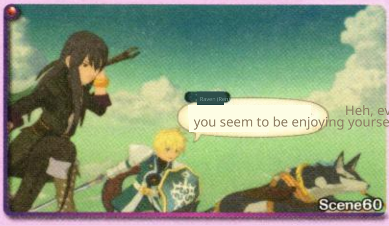
"You look like you're having fun."

A fleet aiming for a settlement to avoid the Star Devourer, ma

A group of creatures attacks. The escort, Flen, is only a small number of soldiers

Along with it, they were forced to resist against a large swarm.

Yuri, who rushed over, and Fren, who watch each other's backs, launch a counterattack all at once. Fren, delighted, smiles as he watches Yuri swing his sword with glee, yet Fren himself cannot hide the pounding in his chest. The earnest knight is unexpectedly intoxicated by the exhilaration of running through the battlefield with his perfect partner.



Raven (Ren
you seem to be enjoying yourself.
Heh, even at a time like th
Scene60

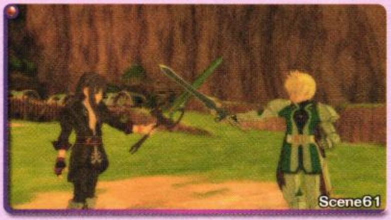
The two, who know each other's sword strokes well, brilliantly repel the monsters with perfectly synchronized movements.

Scene 61

●Ornion, the Land of Aspiration

"You've been carrying what I couldn't bear to carry, haven't you?"

Yuri, who has overcome numerous crises through actions based on his convictions, has, unintentionally, come to even influence the empire's future. Yet the merits of his "justice" are always hidden behind the knights and others, and he himself does not seek public recognition. Flynn, feeling it unreasonable that Yuri—the true contributor—be overlooked while he receives praise, urges Yuri to step into the spotlight. Yuri's answer to that is, once again, "no." He declares that he is the one who bore the sins alongside Flynn, who embodies the standard and is fair to all, and affirms that the two of them support each other as two sides of the same coin.



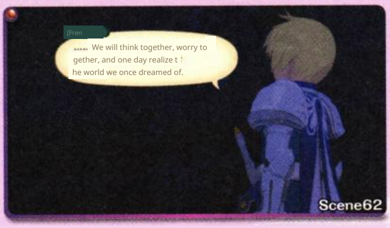
The two clash their feelings with their swords and, by supporting each other, become convinced that they can pursue their dreams and ideals.

Scene 62

●Ornion, the Land of Aspiration

"I will not run away anymore."

Fren, who believed in absolute justice, had been constantly searching for the boundary between good and evil ever since he witnessed the imperfections of the law. But in reality, various circumstances intertwined, and a clear demarcation could not be made. Faced with the difficulty of deciding for himself what "justice" is and the responsibility that decision carries, he finally makes the resolve to confront it.


[Fren
…… We will think together, worry together, and one day realize the world we once dreamed of.
Scene62

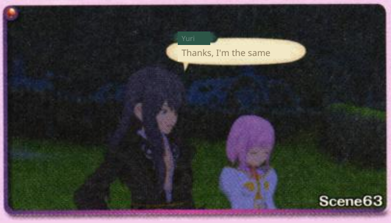
Watching the empire and the guild reach out to each other for the sake of a new era, she comes to recognize what her own version of justice should be.

Scene 63

●Ornion, the Land of Aspiration

"I want to be with everyone more

"I want to be with Yuri, too." Facing the Star-Eater that covered the sky, Estelle longs for the new era beyond it more than she fears the terror and hardship of confronting the embodiment of annihilation. She wants to talk endlessly about dreams with comrades who trust one another in a changing world. Speaking like that, she treats the confident, sarcastic man sitting beside her just a little more specially than the others.



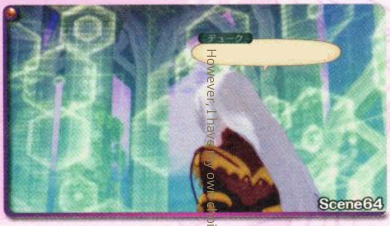
After the considerate Rapide casually walked away,
the two of them repeatedly voiced their hope for the world that lies bey[illegible]

Scene 64

●Tarkalon, Ancient Tower City

"I vowed to my friend.
"To protect this world."

At the core of the ancient weaponry, the negative legacy of humanity, Duke was trying to save the world at the cost of human lives. It was a precious promise to a friend who had lost his life to human betrayal. Long having abandoned his own kind, he draws the fateful sword "Chuu no Kaiten" (Chronicle of the Heavens) to atone with his life for the calamity born of human arrogance.



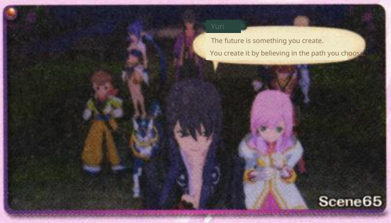
Viewing humanity—having forgotten past mistakes and ignoring the sacrifices of the world—as apostles of destruction, Duke will not hesitate even to eradi

Scene 65

●Tarkalon, Ancient Tower City

"The future is something you create, right?
"Believe in the path you chose
and create it."

To Duke's justice—which is both closest to the future and cruel—Yuri presents a new possibility. He argues that with the power of the world's guardian, the progenitor's subordinate, and the hope entrusted to a world without magical devices, the future can be created. Though they both cared for the world, they never crossed paths; now they face the final battle, wagering the paths they each believed in—


Yuri
The future is something you create.
You create it by believing in the path you choose
Scene65

The gap between Yuri, who argues that a future can be built even after mistakes, and Duk
is resolved by a duel of swords.

Tales of Vesperia

Biographical & Words Dictionary

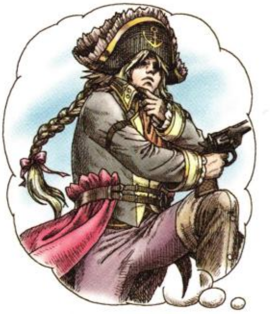
Names・ Terminology Dictionary

※The contents of this personal names and terminology dictionary include the editorial department's own interpretations.

- A-row

Arselm [Place/Facility] Telka Lumile A ghost ship that appears in the inner sea of Leece. It departed from its homeland Yormgen over a thousand years ago in search of the Holy Core, was shipwrecked, and has since continued to wander up to the present day.

Eifreed [Person] Leader of the guild "Sea Spirit's Fang." Known as an ally of Don Whitehorse of the Guild Union, he was once regarded as a prominent figure within the guild, but today he is more often spoken of as the mastermind behind the unprecedented massacre known as the "Black Hope" incident—i.e., a great villain who betrayed the guild's honor. Born the son of a great noble, he could not abandon his longing for the sea and ran away; after many twists and turns he became the leader of the "Sea Spirit's Fang." His personality is bold, free-spirited, and magnanimous—such that even the great Don had trouble dealing with him; he is an incorrigible character. It would not be an exaggeration to say he played a role in witnessing the Guild Union oath and helped lay the foundation for the present Union. However, perhaps because the image of the "pirate Eifreed" took on a life of its own, information about his private life is extremely limited—accurate details such as his age or even his gender are not reliably reported. He went missing after the Black Hop



Air Conditioner (Aera Blastia) [Magic Device] A magic device for regulating temperature and humidity. Many are seen operating in Capua Trim, a harbor town where supplies gather and a warehouse district has formed within Telka Lumileese.

Aoki Beast [Guild] — A guild whose main work is escorting merchants, travelers, and others who journey outside the barrier. Kauf, the president of the "Market of Happiness"

He accepted a request from Man to escort a ship, but when a swarm of attacking fish-men appeared he was terrified and fled, causing his credibility to collapse. It was decided that he would be placed on the blacklist.

Red-Eyed (Person name) — The name Yuri uses to refer to members of the "Sea Beast Claw," derived from the fact that they wear red lenses over both eyes. As assassins for hire, they wear black hoods that conceal their faces, so in the dark only two red eyes appear, creating an intense sense of dread. The "red-eye lenses" they often drop when defeated are valued as synthesis materials.

Water Supply Magiteknic (Aquevlastia) [Magitechnic] A magitechnic device that draws up and supplies groundwater. Installed in urban areas as a replacement for wells. In the lower town of the imperial capital Zaphias, it has become a lifeline for the poor residents

5。

Agueron [personal name] — a comrade of Yuri from their time in the knight corps. After Yuri retired, he continued to devote himself to his duties, and under the command of his fellow comrade Phren, he contributes to the development of Ornio n.

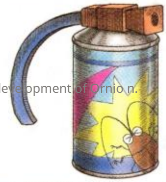
Asshette [person] Yuri's contemporary from his days in the Knights. The son of the innkeeper in Kapwanoor, he got along particularly well with Yuri—who was raised in the lower town—among a knight order composed largely of noble youths. He was a bad influence who committed petty mischiefs, such as sneaking snacks in the castle dining hall and sneaking into a warehouse to swap a high-grade Wakusei Magus Device for his own. He currently belongs to the Schwaan unit and is assigned to guard the construction of the city Heliod.   Azur Calendar [culture] A calendar used before the founding of the Empire. It fell out of use with t

Astaru [Personal name] One of the progenitor's chief servants. He resides in the Paktion Temple, where he worshipped himself, but he was wounded by an attack from the mobile fortress Hercules, later finished off by Estelle's power, and had his Holy Core taken by Alexei.

Astion [Other] A magic art created by the Kritia tribe during the ancient calamity. The Kritia tribe of Myorzo later cut off contact with the world and forgot it, but those who remained on the surface passed down the secret technique along with their traditions. The current bearer of the tradition, Tout, teaches it to Estelle in exchange for the "Bush Baby-chan doll." Incidentally, Rita—who would normally jump at the mention of magic arts—declined to learn it purely because its appearance is plain. The ancient, precious magic was spurned by a genius mage for the single reason of aesthetics.

Aspio [Place/Facility] A city where magic researchers from around the world gather. It is home to the Imperial Magiteknology Research Institute, and the city itself functions as a vast research facility. Centuries ago, numerous ancient legacy magitechnology artifacts were discovered in this area, which led to the city's rise. Most of the residents are engaged in magitechnology research or related industries, and because entry and exit are heavily restricted, it is c

Aspio-made Insect-Repellent Water Solution [Item] In the Cave-Mock Great Forest, Rita offers this spray to Karol, who was attacked by insects and thrown into a panic. It is the trusted Aspio, a product embodying the pinnacle of modern technology. She gives this one blast not only to ward off insects but also to teach the boisterous Raven—who forcibly accomp

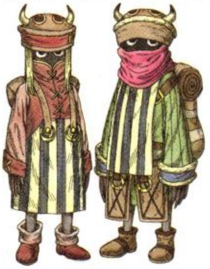


Adecour [person name] A knight belonging to Lieutenant Leblanc's Schwann squad. He claims the image of unleashing refined and splendid swordsmanship from his tall, slender body, but in reality, unfortunately, he does not feel that smart, and together with his partner Bokkos, he is often mocked by other squads as the "Bumpy Duo." When he came down to the lower town to collect overdue taxes, he was pushed into the river by Yuri and caught a cold that put him to bed for three days — a grievance he still stubbornly holds to this day. His trademark is a small mustache, and his hal

Seinucleus (Abatia) [Magic Device] When the primeval slave leader, responsible for regulating the amount of Aerl, takes Aerl into its body, it stores the surplus not required for sustaining life as an ultra-high-density crystal within itself. It is the most densely packed energy crystal in this world, formed over an unimaginably long time and taking shape when the being dies. Although it is the raw material for the magic core of magic devices, its power and rarity are so great that it is crushed into fragments and inscribed with the intended spell formula for use. Amrita [Item] "Sea Spirit's Fang" — a treasured elixir whose true nature is a spirit medicine made from Aerl, passed down over generations by the inhabitants of the Izayoi Recluse Qua

The substance brought great benefits, but on the other hand it had severe side effects. Their king, Oma, who had consumed it for many years, lost his human form and became a grotesque being. Because it was made for the Moonborn—those with high aehr (airl/Éal?) adaptability—it can even lead to irreparable consequences that violate the ethics of life for ordinary humans. In the later incident known as the "Black Hope Incident," an immigration fleet was devastated by artificial aehr irradiation; Cypher, taking a desperate gamble, gave Amrita to Iffried to drink, narrowly saving her life. However, as a harmful side effect, the leader of the "Sea Sprite Fangs" transformed into the form of a young girl and simultaneously lost most of her memories, wandering thereafter as "Patt

Arijigoku-nin [Person's name] A mysterious masked peddler. In addition to the desert regions they instinctively favor, they appear throughout Telca and Lumikres, and are affectionately nicknamed "Aji-kun" for short. In recent years they have started dabbling not only in peddling but also in the food and beverage business, running a yakisoba stall on Nam Island. The "secret ingredient" they always mention as the key to the flavor, "that thing," has caused controversy.



The Arrow That Pierces the Sky (Altosk) [Guild] A grand guild that serves as the leader of the Five Great Guilds. It stands at the apex of the many guilds based in Dangrest and plays a role in managing the Guild Union. Amid ongoing tensions with the Empire, it also acts as a mediator in clashes between the knight order and the guilds. Its head is Don Whitehorse, and Raven is also affiliated with it.

Alf and Laila [Names] Brother and sister living in Mantaiq. Their parents went to investigate the Ancestor's Servant Chief on Kyumol's orders, so Judith undertakes their search.

Alexei Dinoia [personal name] — Commander of the Imperial Knights. He possesses excellent swordsmanship and a keen mind, and comes from an impeccable family background; he is a man seemingly born to be a knight. In a sword exchange with Schwein, even in a mock duel, Schwein reportedly yielded in less than three minutes. After winning the contest before the late Emperor Kurnos XIV, he was recommended as commander of the knight order and has reigned in that position for over ten years. Aiming to realize reform of the empire through military power, he secretly began mass-producing Hermes-type magilite devices around the time of the Human-Demon War and planned a

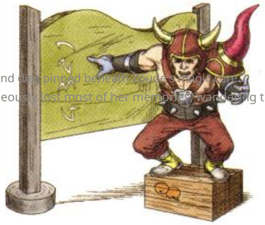
Using the legion "Barbos," he manipulates them to create turmoil in society. His greatest concern and ultimate goal is to revive the gigantic weapon Zoude Fortress. He pours his heart and soul into unsealing it, and to reproduce the imperial treasure that is the key—the "Celestial Codex"—he has research conducted in places like Gasphalost. After concluding that he must instead exploit the power of the Child of the Full Moon, he kidnaps Estelle to use her ability for Zoude's resurrection. Although he succeeds in reviving Zoude, he becomes despairing when he learns the truth about the catastrophe and Zoude. In the end, he is cut down by Yuri and dies pinned beneath Zoude's magic core.

Jaeger [Person] Leader of the assassination-for-hire guild "Sea-Calamity's Claw." Outwardly he is an arms dealer who handles many illegal weaponized magic devices. He is one of the few survivors of the previous human-demon war and is an old comrade of Schwan, who also experienced the great war. During the war, his superior Alexei implanted a cardiac magic device in him and thus holds his life in his hands; because of this he is complicit in Alexei's ambitions, but his behavior is clownish and his true intentions are unclear. While leading the assassination guild, he also donates large sums to orphanages. His involvement in charitable activities may be at least a form of atonement for himself, tainted by the underworld. Izayoi Sea [Place/Facility] The center of an inland sea commonly called the "Inner Circle Sea." The tidal currents are calm, and shipwrecked vessels do not make it out to the open ocean, instead forever wandering this place. Perhaps out of fear of such natural forces, legends of seabed people eventually arose. A similar descriptio

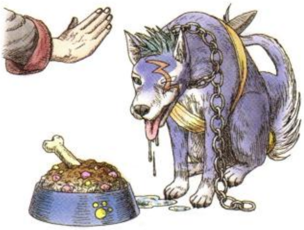
Residents of Izayoi [Culture] When the Star-Eater covered the world a thousand years ago, there lived the descendants of the "Children of the Full Moon" who refused to abandon magitech civilization and also refused to take part in the sealing of the Star-Eater. After conflict with the clan that would later become the founders of the imperial family, they were confined to a settlement built deep within Zaude and lived for many years isolated from the outside world. Most residents, through generational change, have forgotten the tragedies and conflicts of the past and possess only vague knowledge of the outside world. Many outward traits—such as hair that appears pale pink and porcelain-like skin—are common with Estelle, who also strongly possesses the power o

Izayoi's Phantom Dwelling District [Place/Facility] Among the children of the Full Moon, this was the place where those who refused to abandon the magitechnology civilization were confined. It was built deep within Zaude, and its entrance is sealed by two keys: the "Star of Beauty" and the "Fragrant Coral." The sun's light does not reach this subterranean city, which is filled with the faint lunar glow created by Ael. The great pirate Grancley called this place "Izayoi's Garden" and recorded it as a paradise.

Mr. Itoken [person's name] — a dishonest predictor at the Nodopolica Arena. With his smooth talk he entices kind elderly couples and, aiming for a slightly better old age for himself, seizes the life savings they have prudently set aside. As long as there are fierce fighters striving for the top of the arena, Mr. Itoken will remain unvanquished. Even today, standing on an orange crate and shouting, he is trying to s

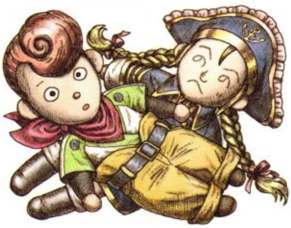


Dog Food [Cooking] Dogs charge straight ahead! Delicious food for dogs! If you leave the cooking to Rapido, no matter how carefully you think you've selected the ingredients, this will inevitably be the result. It's only a little bland and its appearance is a bit off, but humans can eat it just fine. However, how exactly he "cooks" this is as much of a mystery as the overly precise communication he shares with Yuri. Still, faced with this smothered rice dish pierced by the infamous bone that firmly captures and never lets go of the hearts of countless dogs and cats, even the notoriously cool Rapido—whose demeanor is well-known—might unintentionally



Ifrit (Spirit) — A spirit born from a Fellow's holy core. A being that governs fire, taking the form of a fierce demon. Like the Fellows, it is the leader of the spirits. Ilmain (personal name) — A stubborn craftsman imprisoned in the dungeon of the Dungrest Guild Union. A crotchety old man, he is well versed in the refining method of the rare ore Evalite and is a known figure among those in the field; his "Ilmain Note," which records the Evalite refining method, is a legendary work among craftsmen. He is extremely particular about food, and there are rumors that he was so fed up with a world that could not appreciate his cuisine that he put himself in a cell. Incidentally, the Hamphal ship favored by Markham of the guild "Gate of Ruins" was built with a

Sex Appeal [Other] The method Yuri and the others used to entice the guard soldiers when infiltrating the Heliod workers' residential district. Besides Judith, who boasts "I'm the obvious choice," Estelle—teased by Yuri into getting worked up—and Karol, who stands out, the three take turns attempting this approach. Whichever lineup is chosen, they are all made to wear suitably lovely dresses, and they learn firsthand that looking alluring requires a considerable investment. Wichil [Personal name] An imperial magitechnology researcher from Aspio. He accompanies Flen to investigate magitechnology. A promising magister who is expected to have a bright future, he regards Rita as a rival, but that enthusiasm is currently one-sided. Perhaps because of his bobbed haircut that emphasizes his youth, Yuri nicknames him "Apple Head." Ushinin [Personal name] A mysterious person (?) who wears—or appears to wear—a cow costume. As the appearance plainly suggests, he is called "cow person," and whoever first named him referred to him as "Ushinin." He mostly lives on the remote Nam Isle in the middle of the ocean. Utsusemi Doll [Item] A huge substitute doll that Patty, having escaped from Ragou's mansion, thrust upon Yuri. From the pirate hat to the deep-blue frock coat and the binocular-shaped magitechnical weapon slung across its sash, it appears quite elaborately made—yet the face is crudely sculpted in a mocking "heh heh..." style. The fact that she could conceal such a gigantic item of both excess and mischief reveals a glimpse of her outrageous nature. If wishes could come true, I'd love to see dolls of the other members made at this same level of quality…



The Sea Cat's Song [Guild] [Market of Happiness] A shipping guild responsible for maritime transport under the Market of Happiness. When Yuri and his group head to Nordopolica for a deal with Kaufmann, Tokunaga of this guild joins the voyage as the helmsman of the Fiertia.

Man of the Sea [Culture] Patty's self-designation. Those who, with great ambition, bravely challenge the raging waves and possess a valiant heart are, before the vast ocean, called "men" regardless of gender.

Undine [Spirit] A spirit that governs water, appearing as a beautiful woman. Ester's power acted upon the Air Clrene of the Zopher Frozen Blade Sea, causing her to be born from Belius's sacred core.

Aer [Culture] The root of life that fills Telka Lumiles, the source of energy that composes all things. Primordially, when the world was formed, the energy left over without being exhausted remained in the earth in its original form. Life cannot exist without Aer, but overly high concentrations have adverse effects; places with excessively dense Aer are deemed forbidden lands where people do not tread. Aer serves as the power source to operate magitechnical devices, and by altering the properties of Aer, various effects can be obtained.

Air Clrene [Place/Facility] Where Aer flowing underground like an aquifer gushes out to the surface. An Aer spring. They dot the world; representative Air Clrenes include the Cave Mock Great Forest and the Cados Throat. The surrounding Aer concentration is extremely high and has a considerable impact on the local ecosystem.

Aer Sickness [Other] A condition in which high-density Aer adversely affects the body. Although Aer is essential for life, excessive Aer is harmful. Even though magitechnical devices are widespread, little is known about the Aer that underlies their mechanisms; Aer sickness is often regarded as a curse or something to be shunned. Aer Treatise [Other] A research notebook left by the genius Critia scientist Hermes, discovered in Rita's house. Written in code beginning with "Dedicated to my daughter. Now, read this," Rita, who seeks to master magitechnology, takes on the challenge of this work.

Evalite [Other] A mineral that gleams a vivid red when polished. Valued not only for its beauty but also for its high Aer conductivity, it is prized as a material for decorative items and special weapons. In recent years, even raw ore rarely circulates, and Nobis of the blacksmiths' guild "Hammer of Souls" searches for it at great personal risk. Rita's weapon, the "Ivy Blade," is a magisterial masterpiece crafted from this material.

Egoso Forest [Place/Facility] A canyon on the Hipionia Continent. Now seldom visited, it is in fact a sacred site of the Critia tribe, and from here a gate is said to open to Myolzo.

Esthetic Magitechnical Device [Magitechnical Device] An indispensable item for fashionable women. While sleeping, it bathes the skin in ultrafine Aer to rejuvenate it, or, using ancient techniques with high Aer conductivity, infuses special beauty ingredients into the skin—demonstrating a fusion of dermatological science and magitechnology. Researchers lament that, as a result of using precious magi-cores, these devices contribute little socially.

Estellise Sidos Hulassein [Person] An 18-year-old woman and candidate for the imperial succession, a distant relative of the late emperor who from chi[illegible]

She lived in Asgard Castle and led a peaceful life, but in recent years the conflict between the Knight Corps and the Council thrust her—against her will—into a power struggle as the Council's chosen candidate for emperor. She was placed under house arrest by the Knight Corps and kept under the knights' watch. When she learned that her close squad leader, Flynn, was being targeted by assassins, she fled the castle together with Yuri, who happened to be there. During their travels it was revealed that she is a "Child of the Full Moon" with exceptional Aer manipulation ability, able to cast healing arts without a magic tool. Because of that power, she becomes a target of Fellow, the progenitor's vassal, and Alexei, who seeks to revive the ancient magitechnical ruin Zaude Unassailable Palace. Searching for the meaning of her existence—called "the world's poison"—she seeks answers with Yuri's help. Having grown up surrounded by books, she is a voracious reader who remembers their contents almost entirely and shows a strong thirst for knowledge and a collecting habit. Her speech quirk is ending interrogative sentences with "...desu?" rather than a firm statement. Due to her position, she was raised without close, casual friends, so she seems particularly attached to the epithet "nickname" (a symbol of such unadorned closeness). Sh

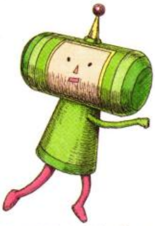
Efmid Hill [Place/Facility] A hilly area connecting the northern part of the Ilikia Continent—the Peiokia Plain—with the Murrokia Peninsula in the continent's northwest. From the hilltop, which overlooks a wide expanse of the Outer Sea, the view is spectacular. However, even those who pass through with escorts usually travel along the flat, wide road at the foot of the hill, so few people know this scenery. In a quiet corner of the hill there is a small, unmarked grave, but whose it is re

Elciful (person name) — the chieftain leader of the progenitors who joined the human-demon war alongside Duke. He believed that humans are also part of the world to be protected, sided with the Empire, fought against his own kin and brought victory, but after the war he was betrayed and killed by the Empire, which feared his power. With his death, Duke severed ties with human society and, inheriting his will, set out

Elealumin Quartz Forest [Place/Facility] Torupi A mysterious land that appeared north of the Kia Continent. All of it is made up of glittering crystals, and at its center resides Gushios, the progenitor's retainer chief. The crystals are low-density, crystallized Ael; due to Gushios's continued excessive intake of Ael, he went berserk, and his power created this wondrous land.

Progenitor Overseer (Entelecheia) [Lore] A population adapted to a world filled with air, possessing high intelligence. They boast superior physical abilities a

They have existed since long before humans were born. By consuming excess aer and storing the surplus within their bodies, they maintain the total amount of aer in the world. For that reason, the invention and spread of magic devices that disturb the balance of aer were intolerable, and they interfered with ancient civilizations to bring them to an end. Ten years ago, disturbances of aer caused by magic devices again became too significant to ignore, so radicals challenged humans to battle. Although lumped together under the name "Ancestor's Chief of Servants," their abilities and ecological characteristics vary greatly between individuals, and their appearances are diverse. Prince Toissho [Item] Small Body but Apparently Able to Do Great Things — a prince who seems like he might be moved only by instinct, but a real man certainly won't be toppled! Always clinging to Yuri and Judith, who [illegible] with the pointer!



Aurawvill (Akatsuki no Kumo) [Guild] A mid-sized guild based in Dungrest. They work as subcontractors for major guilds, handling tasks such as monster extermination and frontier patrols. Although they do not perform flashy feats, they are known for their reliable work, and they boast a fair degree of recognition and reputation in Dungrest.

Oma [personal name] — A child of the full moon who continues to live in the Hope Mirror Mausoleum. A thousand years ago, when the star-eater that had become a threat appeared, many of the full-moon children chose the path of sealing the star-eater with the barrier magic device Zaude, which was fueled by their own lives, along with actions such as "destruction of the magic device script of enlightenment" and "cooperating with the ancestor's servant leader." However, Oma and his faction resisted this. Together with the legacy of the Geraiose civilization, they were imprisoned deep beneath Zaude. The people who followed him all aged and passed through generations, eventually forgetting even their own roots, but Oma—who prolonged his life with the elixir Amrita—harboring hatred toward the ancestor's servant leader and the "traitors," has waited in the depths of the mausoleum for the time of his revival. Hi

Oden [Other] A favorite of Patty and her specialty dish; the recipe is called "miso oden." Various ingredients are skewered and simmered in dashi and miso. The items she particularly likes are three types: white hanpen, egg, and chikuwa. However, there are no strict rules for oden—the essentials are a passionate feeling toward the ingredients, a sweet broth, and

It is the masculine passion of the sea. Of course, it is also essential for winning over the beloved Yuri.

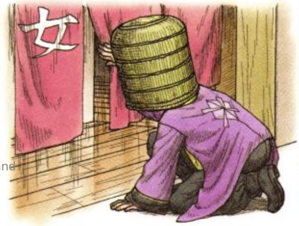
Adult [Other] No matter how pointless it may be, to endure quietly—that is what it means to be an adult. As help at the hot-spring village Yumanju, Karol greeted a group of guests, and while Yuri and the others each carried out their duties, he remained alone without being given either a costume or work, simply soaking quietly in the hot spring. He might have been forgotten. But making a fuss here would only disrupt smooth operations. Biting his lower lip tightly, waiting in the emptiness with nothing but a towel, he came to understand the bittersweetness of becoming an adult.

Ornion [Place/Facility] A settlement on the Hyphionia Continent whose name means "Light of the Thaw." It was developed through the cooperation of the knight order and the guild to rescue people driven out by monsters. A broken magilith, accidentally discovered underground, became a symbol of the village, and the residents sought a new life united without relying on barriers. The magilith that became the symbol of the place was named "Maria" by Rita.

・Ka-row

Kaufman [Person] A young female powerhouse who serves as the president of the guild "Market of Happiness"; her real name is Mary Kaufman. She notices Yuri's skill and nerve and approaches him with offers twice. Despite being a woman, she combines the talent and boldness to go toe-to-toe with the guild crowd, and her presence as a Union executive is overwhelming. Dressed in a white shirt with a long jacket, enveloped in the rich scent of roses and never without her glasses, her fresh and intellectual appearance stands out especially in the guild den Dangrest. According to a subordinate who admires her, she seems to be the "type who looks slimmer in clothes." She auth

Cage [Item] Nicknamed "old man," this headgear accentuates Raven's shady aura. It imitates the basket worn by mendicant monks called komuso. Woven from wisteria, it prevents others from identifying the wearer's face from the outside, but from within, the wearer can see the surroundings clearly through gaps. Perhaps if he had worn this, his obsessive peeping at the women's bath might have succeeded. That said, it might feel more embarrassing than the risk of being recognized…



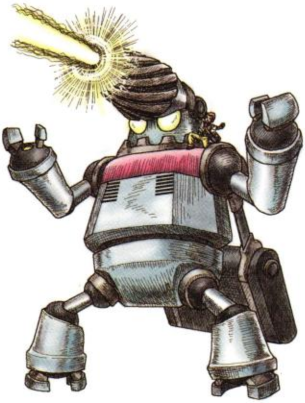
Gaspharost [Place/Facility] A huge tower rising on the northern dunes of Dangrest, constructed by Balbos with Aleksey's support. It was built atop an old fortress. It symbolizes Balbos's ambitions to dominate the guilds and serves as the stronghold of the Crimson Bond Mercenary Corps, where arms and treasures gathered from across the land are piled high. Balbos advances his research here for his ambitions, but he is merely being used by Aleksey. The tower itself functions as a gigantic magilith, normally generating tornadoes to keep outsiders away; its power is such that it can turn the surrounding land into barren sand. Heart Magilith (Cadis Blastia) [Magilith] A magilith intended to replace a lost heart. Aleksey of that time implanted it into the bodies of Schwann and Jaeger, who died in the Human-Demon War, to resurrect them. It is unknown whether there were other test subjects, and to this day only a very small number of people have been told the truth. Although called a magilith, its power source is not Aer but the individual's life force. For that reason, Judith, who searches for Hermes-style magiliths by tracing disturbances in Aer, apparently failed to notice its exister

Kados Throat [Place/Facility] A cave that pierces the Mother Kados mountain range, which divides the Desuel Continent. At the center of the cave, a gigantic Aer clene has formed.

Kapua Duo [Place/Facility] A city that existed at sea between Kapua Nor and Kapua Trim; the three together formed one giant city and prospered as a port city. It collapsed and sank into the sea long ago, but its remains can faintly be seen from the pier at Nor Port. Kapua Trim [Place/Facility] A port town located at the eastern edge of the Torbikia Plains. Because it is on the Torbikia Continent, where guild influence is strong, the town has a strong sense of autonomy and thriving industries. The "Market of Happiness" has its headquarters there and serves as a hub for distribution. Kapua Nor [Place/Facility] A port town on the western edge of the Irikia Continent, paired with Kapua Trim. It had a reputation as a safe and pleasant place to live, but life deteriorate

Sister Kamatoto [Other] The name given to Estelle by Mantayk's Ushinin. "Kamatoto" behavior is to feign ignorance and act cute. The ultra-pampered princess Estelle, who cannot comprehend Ushinin's rather unrefined insults at all, inevitably comes across to him—the populist—as merely putting on airs. Karkus III [Person] An emperor from several centuries ago. He sent out four expeditions to pioneer the barren land of Wekeia Continent, called the last frontier. None of the parties returned, and his aspiration has yet to be fulfilled.

Carboclam [Place/Facility] A city that once prospered as a hub connecting Dangrest and Kapwatrim. As a key point of commerce with heavy traffic, splendid cultures flourished under successive emperors, including the Lurian style and late Erikasum style. In recent years a large earthquake reportedly struck and the city was abandoned, but in reality Alexei's magitechnical experiments turned the entire city into ruins. After the residents left, numerous monsters took up residence. Karlow X [Person] An autonomous humanoid magitechnical device and the latest work of magitechnician Dr. Sicily. The doctor, inspired at first sight by Karol's hairstyle, created it at a breakneck pace. As expected of a genius engineer, despite its barrel-like appearance, the hair-tuft part on its forehead still faintly reflects the model. Although Estelle named it in a very casual way, Karol himself seems to be somewhat fond of it. Its outrageous appearance is matched by a talkative, confident, and woman-loving personality so eccentric that Judith even exclaimed, "Its very existence is embarrassing." Persuaded by her, it was tucked into Karol's bag shortly after being built, and it shows modest usefulness in battle. Later, after being remodeled again, it evolves further into the true Karlow X—brimming with combative spirit and capable of stunning the world's women at will...!



Karen [Person] The "younger sister" of Rich, who runs the mobile inn "Adventure King." In fact she is his childhood friend, but the childhood nickname stuck, and they are now widely recognized as siblings. She accompanies Rich—who continues to wander to fulfill the mission he set for himself—traveling the world together while sharing the carriage.

Karol Cabell [Person] A 12-year-old who insists she is "Eress of the Demon-Hunting Sword" and forcibly accompanies Yuri on his journey. Despite being timid, she is boastful and thus left a poor impression on the other members. Although she attempted to restore the Haruru Tree to redeem her reputation, this only caused further misunderstandings and led to her expulsion. She had feelings for Nan of the "Demon-Hunting Sword" and joined the guild at Nan's invitation. Being abandoned by her caused him damage tantamount to a denial of his own worth. Yet Yuri and Estelle's attitudes strengthened his resolve, and risking a comeback he founded the guild "Rinrin no Myojo." Through guild activities he found things he should do and gradually learned his own value independent of the title of leader. His knowledge of monsters, cultivated before the previous guild era, rivals that of adults. He also seems to have learned certain skills at various guilds he drifted through, including lockpicking. Because of his confident manner, Yuri calls him "Professor Karol." His distinctive hairstyle sparks controversy wherever he goes, c

Simple Barrier [Culture] A term referring to the smell applied to camping tents that monsters dislike. It's not a barrier created by magitechnical formulas, but because it can be expected to have similar effects, people use this easy-to-understand term.

Knights Order [Organization] The organization responsible for guarding the imperial capital and maintaining public order across the empire. Ostensibly, promotion paths are open to commoners based on ability and character, but in practice nobles dominate and selections are not always fair. In recent years, under Captain Alexei's appointment, commoner appointments have been actively pursued; despite this, strong internal opposition remains, and the order continues to embody the authority and system of the empire. Teleportation Magitechnical Device (Kines Blastia) [Magitechnical Device] A magitechnical device that enables long-distance instantaneous travel. In Mjolzo the mag-core had been removed and left unattended for a long time, but with the mag-core Raven brought and Estelle's abilities, it was forcibly reactivated. Reverse Barrier [Culture] A barrier intended not to repel monsters but to imprison them. In Carboclam, the founding slave captain Gushios was trapped by this and nearly finished off by the "Demon-Hunting Sword." Canari [Person] A friend from Raven's days in the Knights Order and his beloved. An excellent archer who achieved distinction with her family heirloom bow, she fell in the human-demon war. At the fiercely contested Temza Mountains, the compact she treasured remains like a gravestone. She was not involved with Raven but had ex

Cerulean Droplet (Cyan Ciel) [Magitechnical Device] A holy core generated within Beryus. Once given to Don as a memento of Beryus, it was later used as a medium to suppress Ael. At that time, in response to Estelle's power, the spirit Diane

Diane is born.

Qumor [Person] Full name Alexander von Qumor. A noble of Zarfias, his lineage awarded him a captain's position in the imperial Knights Order, and he aims to defeat Alexei and claim the commander's post. He takes great pride in being a noble and brazenly calls commoners "lowborn," treating them as less than human. While dispatched as acting governor to Heliod, he openly looked down on laborers, deceiving them into noble status only to force them into harsh labor.

Despite being valued despite his commoner origins, he exposed his hatred toward Schwann and Flen and repeatedly made remarks unworthy of an honorable knight. His cruel behavior provoked Yuri's wrath; attempting to flee from him, he was swallowed by quicksand and p

Kiri Kiri Su [Other] The honorable Schwan Corps

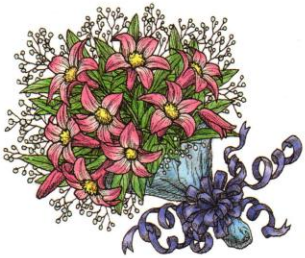
A graceful technique unleashed by Adecoru-sama of the Ruplan squ

The essence is to swing it recklessly.

My sword cannot be stopped by someone like Yuri—

no it cannot!

Kirtansasu [Other] A flower that Canari, a friend from Raven's knight corps days, liked. It grows wild in shaded coastal areas, and the sight of its modest red petals blooming proudly is beautiful. It was also this flower that Yeager brought to mourn Don.



Guild [Organization] An organization formed by people who reject the imperial hierarchical rule It renounces imperial citizenship and does not receive protection Instead, it proclaims adherence to an independent way of life not bound by imperial law. The stronghold placed in Dungrest, which serves as the headquarters of the guild union organized by the major guilds, has acquired a kind of extraterritorial status within th

Happiness Market (Guild du Marché) [Guild] One of the five major guilds, a commercial guild run by Kaufmann. Due to its role in distribution, it operates beyond the bounds of the empire and other guilds. Its motto is "customers first" — a paragon of merchants who travel from Zophil Glacier Sea to the Hipionea Continent with smiles and zero gald.

Guild Cipher (Guild Code) [Culture] A secret cipher that guilds once used to communicate with each other. Currently, it is hardly used

Over time, it fell out of use, and most guild members no longer even knew of its existence, but the Smithing Guild's "Soul Iron Hammer" continued to be used from the standpoint of secrecy and neutrality. Because it is camouflaged within seasonal greetings and essays, those without the knowledge cannot decipher it — they can't even notice it as a cipher. However, Raven effortlessly reads it, revealing an unexpected facet not to be underestimated.

The Domain of the Silver Ring [Guild] A guild of metalworkers based on Nam Islet that handles the crafting and sale of goods. Their distribution channels are very small, and their products rarely reach the general market. However, they boast high craftsmanship, such as producing processed goods from the precious ore Evalite, and have a number of enthusiastic fans. Rianna's father belonged to it. kuawsedrftgyfujiko lp [Misc.] Karol's scream when Rita and Raven tried to force him into a cow-person costume. The easygoing old man and the perpetually exasperated genius girl apparently only sync up in moments like this, causing Karol to emit a voice that was hardly a voice.

The Quoi Forest [Place/Facility] is a deep wood connecting Zaphias and Harl. It is the only route leading north out of the imperial capital without passing through Deidon Fortress, but not only are monsters present, there are also many peculiar ghost-story-like rumors, so it is feared as a Forbidden Forest. In reality, the cause is the effect of Aether leaking from an old magitecht device buried among the trees. Estelle's vivid imagination—"From the bodies buried beneath the trees, cursed voices slowly creep up and drag us down with them……"—is, regrettably, far from the truth. Gushios [Person] was the founding enslaved chief who lived in Kalbokram. He was ambushed by the "Demon-Hunting Sword" that stalked him and captured in a reverse barrier, but escaped thanks to Judith's actions. Afterwards, overwhelmed by excessive Aether influence, he ran amok, and as a result of that influence the Elearumn Quartz Forest arose in the nort

Gummy [Item] A food used for nourishment and nutritional supplementation. With flavors like apple and orange, it is made sweet and soft so that even children can easily eat it. Raven remarks that as long as someone is enjoying the taste and texture like a confectionery—regardless of its effects—they are still a child. Gumi-gumi munyumunyu [Other] The name of the gummy set given by the bovine person in Mantique. Indeed it is gumi-gumi and munyumunyu, but everyone who receives this thinks the name could surely be improved.

Klausalas [Item] A sword left behind by a famed mercenary who once visited the lower town of Zaphias and stayed at the inn "Dai Hoshi." Knights orders and various guilds sought this sword but could not find it; after several decades it remained in a corner of the town

They are discovered and come into Yuri's possession. Not a proud and lofty knight, but one who truly protects the common people is worthy to be the master of the Divine Sword.

Grankarey [Name] — The late leader of the giant pirate guild "Sea Dragon's Dream." He commanded a ship leading outlaws from around the world and made his name feared in Telka Lumieres. He is also known for leaving behind numerous voyage journals, and in particular the tale of the paradise floating at the heart of the great sea, nicknamed "Izayoi's Garden," is famous. Clear Ciel (Summei no Kokuhin) [Item] — The sacred core that the Aerselm was tasked with obtaining. It is a proof of life left by the founding ancestor's chief who died in ancient times. After Lonchey and others obtained it, it drifted across the sea along with the ship. After a thousand years, Yuri and his group delivered it to a city believed to be their homeland Yorm

The Krytian Clan [Culture] A race derived from humans. They are characterized by pointed ears and long sensory organs extending from the back of the head. They were the driving force of an ancient civilization that produced magical devices and prospered. Their bright, unflinching, cheerful, and optimistic personalities often clash with humans who are serious, thoughtful, and, one might say, pessimistic and sinister. Nevertheless, with their rare concentration and curiosity, and the excellent knowledge and technology shared within their clan, they contribute to the development of society. They possess a supernatural ability called Nagīg, which allows them to read the information hidden within objects. Krytian Girl [Other] A term Raven uses to describe Judith when they meet in Gasfalost. Because Krytians and humans coexist in society, Krytian women themselves are not particularly rare, but some fans call those with refined features who favor revealing clothing by this term. In that first meeting, Judith's outstanding beauty causes the womanizing Raven to exclaim, "What princess is she!?" However, behind the sweet smile she gives when called by that cute nickname, there is a great deal of implication. Clint [Personal Name] Leader of the monster-slaying guild "Demon-Hunt Sword." The sight of him effortlessly swinging a gigantic sword with one hand overwhelms onlookers. Having fought massive monsters far exceeding human height, his skill is unquestionable. He has made it his supreme goal to destroy the progenitor's slave leader, the enemy of his kin, and sometimes challenges fights outside of work. Guriguri Attack [Other] A technique of Mr. Bokko

P5.

The Krus family [personal name] In search of an eternal vacation A noble family who came all the way across the Kados mountain range. The head of the household, Krus, his wife Serika, and their son Misomiso make up the three-member family. A new topic of gossip among the nobility

Their anticipation for the resort was so great that they bought up all the swimsuits in every shop. However, this trendiness did not extend to the common folk; they maintained strict distinctions and conducted all conversations with those beneath them through their butler, Daniel. Daniel, for his part, is a discreetly skilled protector who guards his masters from

Krunos XIV [personal name] — The previous emperor, whose name was Ze-nos Grynose Hyrassein. He was the emperor during the Human-Demon War, but died of illness after the war. He had no children, and because the sacred treasure "Chronicle of the Heavens" was lost, the court thereafter became mired in various factions' schemes, and the throne has remained vacant.

Klay [Person's name] A man in black who wanders the world and purges evildoers. He once belonged to the knight order, but followed the advice of his sword master—who is also the father of his lover Lyune—and left the imperial capital. The words "Try to make your sense of justice known to the world" are his sole guiding principle. However, during his travels he learned that his master was assassinated by someone, and from then on his journey be

Crimson Meteor Shower [Place/Facility] An izakaya in Dangrest. Outwardly, it is a respectable tavern run by the "Crimson Bonds Mercenary Corps," but in reality it serves as their secret hideout for illicit dealings. The top floor houses Valbos's private chamber, whose lavish interior décor rivals the Union headquarters and the stronghold of "Heaven-Shooting Arrow." Incidentally, Raven, though a member of the "Heaven-Shooting Arrow" guild, is a regular at this establishment and, in a sense, a business rival. He used to enjoy rosy nights being fawned over by talkative gals, but he

Kloness [personal name] The ancestral overseer who carries the Kritia tribe's town of Mjolzo Long ago, he lifted the town of Mjolzo and has continued to fly while holding it ever since. Under Kloness's protection, Mjolzo remained a long-forgotten existence.

Chrome [Personal name] She serves as Alexei's secretary and is female, holding the title of Special Adviser to the Imperial Knight Order. She appears as a Kritia (Kuritia) tribeswoman, but her true identity is Chrome Dragon, a high-ranking member among the Ancestors, and she is the daughter of Elciful, who joined the Human-Demon War as a friend of the Duke. Worried about the Duke, who, excessively bound by his late father's wishes and last will, abandoned a human life and walks a path of solitude, she does not realize that this concern stems from special feelings she harbors for him. She sometimes cooperates with him and also travels the world herself, taking charge of Aether (Eal) adjustment as one of the Ancestors' chief retainers. She has assumed human form to infiltrate t

Biography of the Ultramarine Warrior [Other] An old book given by the sage Sodes. Those who take it in hand are led to the border between reality and fiction and re-experience their own footprints and memories. The titular "Ultramarine Warrior" is a savior marked as a rebel for defying the heavens. At the far end of the labyrinth of reminiscence, he awaits travelers.

Cave Mock Great Forest [Place/Facility] A primeval forest spreading to the southwest of Danglrest. The giant tree, which is also the symbol of the forest, has a hollow center, and an aircrene (Aalcraene) formed from air that has erupted from inside.

Bladesmith Assam [Person] A swordsmith who devised armaments that possess martial abilities (skills). Until then, only techniques and artes were thought usable by wakening magi-tech weapons, but by his invention, the combat techniques themselves—normally acquired through training—could be sealed into weapons and drawn out as needed. As a result, even inexperienced swordsmen could enjoy the benefits of martial abilities so long as they used wakening magi-tech weapons. These can eventually be mastered as one's own techniques through use, creating a new tactic of switching weapons by martial ability. Core (Core) [Magi-Tech Device] The center of a magi-tech device. The magic corresponding to it is manifested by formulas engraved on its surface, enabling its functions. Magic cores are not used alone but are incorporated into housings (containers) that adjust the magic. They are made from fragments of the shattered holy core (Apatia), but that technique has long been lost, and aside from very simple constructions, most rely

Late Ericasm Style [Culture] An architectural style seen in Karbokram buildings. The abandoned Lubokram is a ruin of no value to ordinary people, but Estelle, a bookworm raised among books, saw even that as a glittering heritage that recalled history. Incidentally, the rounded roof is the Lurian style beloved by Emperor Heliorus IV. Banquet of Happiness [Other] A cooking contest hosted by Prince Yodel and the Guild Union, pitting the empire against the guilds. Chefs who step forward to claim victory compete, aiming to become the top chef of Telka Lymiles. The contest is decided by three dishes: appetizer, main course, and dessert. Mastery of a wide variety of recipes is an absolute requirement for victory. The sponsoring "Market of Happiness" provided the finest ingredients for this contest, solidifying its distribution channels within the empire. Gosh [Person] A member of the "Claws of the Sea" and subordinate of leader Yeager. He is red-haired and slender, characterized by a cold demeanor. He lost his family in the war disaster ten years ago and, along with his later partner Drowatt, was raised at the Kapua Trim orphanage. To repay Yeager, who had donated large sums to the orphanage, he has since devoted himself as Ye

Kogoor Desert [Place/Facility] A barren land spreading across the Desuer continent. The sea of sand, continuously scorched by the sun, makes crossing it a suicidal act. In the rocky mountains at its center dwells the progenitor's subordinate Felrow.

The Five Great Guilds [Guild] Guilds regarded as central organizations among the many guilds. Size, influence, history, and contributions to society are held in high regard; the corresponding guilds are "Arrow that Shoots the Heavens," "Market of Happiness," "Crimson Bond Mercenaries," "Gate of Ruins," and "Hammer of Souls."

Ancient Geraeos Civilization [Tradition] An ancient civilization that flourished over a thousand years ago and produced numerous magi-tech devices. The catastrophe caused by the disruption of aether due to the overuse of magi-tech devices was devoured by the Star Devourer. In exchange for pacifying the Star Devourer, magi-tech devices were sealed, and humanity itself drew the curtain on civilization. Most buildings and documents from that era do not survive, but the script is still used today in the

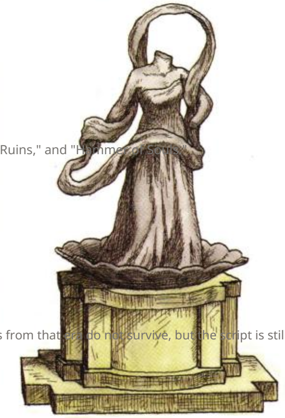
Housing (Container) [Magi-Tech Device] A box or building that houses a magic core. A magi-tech device operates only when the core, which has formulas engraved to manifest magic power, and this housing are combined. Unlike magic cores, which are extremely difficult to restore, housings can be relatively easily constructed according to their intended use. Technicians who specialize in this are called magi-tech engineers.

• Sa-row

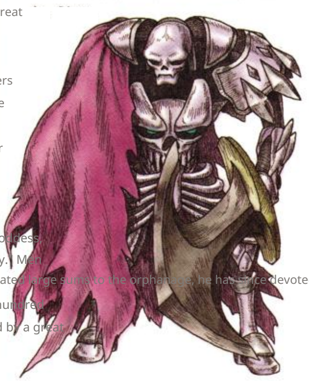
Zarfias [Place/Facility] The imperial capital of the empire, located in the center of the Ilikia Continent. The population is strictly divided and stratified by social rank, with higher-status people granted the right to live in the upper parts of the city. There is little interaction between classes; while people from the lower town are not legally punished for stepping into the noble district, it is considered rude and undesirable. The cityscape and resident mentality that symbolize such a hierarchy led to the emergence of numerous guild organizations.

The Sea Dragon's Dream (Serpent's Dream) [Guild] Great The giant pirate guild led by pirate Gran Karei. They favored a distinctive curved-bladed sword, and though not widely known, many guild members also favored firearms. After Gran Karei's death, the guild split into two factions: "Fang of the Sea Spirit" and "Claw of the Sea's Fury", separating their bases between sea and land. In both factions, knowledge of firearms was preserved.

Statue of Nieke of Thermont Lake [Other] Beloved by the Nodpolica warriors as their guardian goddess, the "Mother of Mercy," or the "Goddess of Victory." Men who risk their lives in arena battles pray to her for victory and safe return. Created about eight hundred years ago, it was damaged after being swallowed by a great wave and once sank into the sea, was later raised and restored, but the permanently lost head and wrists never returned, resulting in its current appearance.



Cypher [Person] The man who served as Aifreed's chief strategist. According to Patty, "a sharp-minded superman skilled in both combat and scholarship." Publicly, he often stood more in the spotlight than his leader Aifreed, and his rugged, seafaring looks led those unfamiliar with the situation to still believe that he himself was "Boss Aifreed." In the Black Hope incident, where passengers of a migrant ship he was escorting turned into monsters, he personally got his hands dirty to kill them to resolve the situation, and he gave Amrita to the wounded Aifreed to heal his wounds and helped him escape. Afterwards, Renansula Rock built a tomb to mourn the victims of the incident, but Cypher himself was consumed by a high concentration of Aether and became a monster, wandering together with the ghost ship Aeselm of the inland sea. According to Patty, "Yuri has no reason to be jealous"—as a past matter, there may or may not have been a suggestive adult affa



Zoude Ring [Other] A new product conceived by the women of Capwatl Rim. They modeled an accessory after the ring-shaped form of the Zoude Citadel with its massive magical core atop it, planning to sell this ring-like trinket.

Zoude Citadel [Place/Facility] A structure from the late era of the ancient Geraios civilization that lay sleeping at the center of the Inner Sea, the so- called navel of the world. It consists of an orbital satellite section and a ground-based main body. Alexei, who learned of its existence from imperial documents, interpreted it as a colossal weapon and sought ways to revive it. The true key to unlocking its seal was the imperial heirloom sword "Scroll of the Heavens." How- ever, after the Human-Demon War the Duke took it away, so Alexei attempted reproductions and other means to bring Zoude back. Ultimately, he used the child of the full moon, Estelle, who possessed power comparable to the "Scroll of the Heavens," as the key to activate it. But because Zoude's true nature was a massive barrier magic device that protected the world fr [illegible] seal allowed the

Wise Ones (Sakabito) [Other] An honorific referring to the Kritia people who lived in human society during the ancient Geraios civilization, spreading advanced technology and knowledge. The wise one Sodes, who lived in Yormgen, advised people to seek holy cores to build a barrier around the city.

Zagi [Person] An assassin employed by the "Claw of the Sea's Fury." A first-rate killer, he takes delight in life-and-death encounters and prioritizes the thrill of killing over carrying out missions, causing even that guild to keep their distance. Initially following orders from Yeager at Ragow's request, he infiltrated the castle targeting Flen. However, he was captivated by Yuri's innate combat talent when present there, and since then focused his aims on Yuri personally, persist- ently attacking him.

Sakuraba [Person] A mysterious name left on the score of the tavern "Crimson Flow" in Dungrest, the "Cluster of Stars." Whether it denotes the owner of the sheet music or a drunken patron's graffiti is uncertain. Sources say it is supposedly the third son of a certain royal family, a roving jester with a habit of wandering—an unscrupulous friend of that sort of name. Sassoon Domohorn [Person] The well-known leader of a fashionable guild, a leisured madam who stops passersby without asking and discerns nascent fashion sense within them, extracting that person's inner fashion essence drop by drop to produce high-quality coordinated outfits.

Zabuzabu Aqua Queen [Other] — The name Carol originally intended to give to the spirit Undine that dwelled in Belius's Sacred Core. It showcases his naming sense, which is unrivaled in its tackiness.

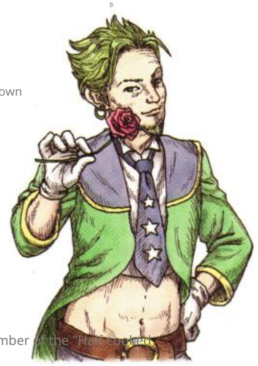
Zarashaan [Personal name] Fortune-teller Guild member of the "Half-cooked" 'Bridge'. Overflowing toward Yuri

He gives Patty, who seems somewhat overwhelmed by her love, rather vague advice on measures to fulfill her passionate feelings. Incidentally, the consultation fee is 1000 Gald.

Shastil Aiheebu [Person's name] When Flynn joined the knight corps, he was the senior knight assigned to train him. On combat missions, together with his twin sister Hisca, he supported Flynn and Yuri by using defensive artes and techniques. He is currently apparently assigned to a mission to search for the knight corps' treasured sword Raguelion, but the details are classified and his unit affiliation is unknown.

Giovanni [Person's name] A magus of Aspio specializing in item research. He asks Estelle to lend him a completed Collector's Compendium. An item maniac who, in front of Rita who is reluctant to lend it, shows the obsession of copying it overnight. Shel [Person's name] A man living in the noble district of the imperial capital. He is searching for his brother Clay, who disappeared without even telling the family his destination, and requests that Yuri, who is wanted, assist in the search, hoping for success. However, worried about the future of his [illegible] ers Ryune's father w

Sisily [Personal name] A mage-device engineer known to those in the know. She possesses a prodigious talent that silences even crying children, but she only creates things that interest her. Her whimsical and free-spirited personality works against her, so her outstanding quality is rarely seen in practice. Following the dictates of her sensibility, she wanders aimlessly around the world, and the Building Guild is currently eagerly searching for her. Also, at Dungrest's tavern "Crimson Meteor Shower," which never lacks guild-related gossip, her carefully groomed chin beard is said to be sexy and has rapidly become popular among the gathering women. Combined with her rare mystique, her sex appeal is even called "Sisily Dandy." When using the inn "Adventure King," she apparently left clothes for an unborn child to celebrate the future of Rich and Karen, and such somewhat offbeat behavior endlessly fascinat



Jet-Black Wings [Guild] A guild whose rumors have taken on a life of their own. A mysterious thieves' guild. Though said to be a band of highly skilled thieves, there are no eyewitness reports, and it i

Jim [Personal Name] — Former member of the guild "Sea Spirit's Fang." After the guild's collapse, he wandered from place to place. He teaches Patty the guild's handed-down technique that Aifreed excelled at, the "Critical Moment." Also, at Nodpolica, he gives her the lavish "Heirloom of the Head" that his great pirate reportedly liked to wear in his childhood. He entrusts the revival of the guild to Patty, who is Aifreed's spitting image, but whether the day when his wish comes true will ever arrive remains to be seen.

The Shaikos Ruins [Place/Facility] Located northeast of Aspio These are ruins of the ancient Geraeos civilization, where a la number of magitech devices have been excavated. One of the magitech devices, the magitech golem Goliath, lies dormant here.

The Photography Guild [Guild] A guild devoted to valuable cutting-edge techniques and photography. Whether legal or illegal, it reliably captures in the viewfinder the exact shot requested by the client. The portrait of Nan that Karol carries was obtained by secretly commissioning this guild without her knowledge.

Shagogshim Flower [Miscellaneous] A plant found in the warm, rainy Kapua Trim year-round that blooms during the rainy season. It is highly sensitive to disturbances in the aeon (Aeral), so the degree of its flowering is sometimes used as a reference when adjusting magical dev

Schwan Ortlein [Personal name] A knight who is the captain of the Schwan Squadron and the chief commander of the knight corps. As a veteran of the great war ten years ago, he commands the envy, respect, and admiration of his subordinates. He fell to the fangs of monsters in the Human-Demon War but was resurrected by the heart magic device used by Alexei. However, having once died, he cannot find meaning in living; he now merely carries out the missions Alexei orders and watches Alexei's ambitions being realized and the resulting chaos as if it were someone else's concern. To investigate the movements of the Guild Union, he concealed his identity and called himself "Raven," infiltrating the "Arrow That Pierces the Heavens." Although Don saw through his true identity, Don still entrusted him with responsibilities, and Schwan admires the breadth of Don's magnanimity, recognizing him as the only person he can respect in a life that ha

Jugem Jerome [personal name] — Yuri's opponent in the second round of the tournament, fought by Yuri to stop a man attempting to seize the arena. Feared as the "Hell Bandana Thief" because of his appearance. His mysterious roar, "Where is the starfish~ Give me the starfish~", apparently excites the audience.

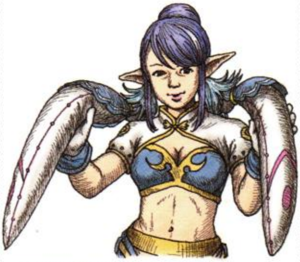
Judith [personal name] A 19-year-old Critia woman who wanders the world together with Baul, the chief servant of her partner's ancestor. She dresses in white armor that resembles a bird, flies perched on Baul's back, and wields a spear far taller than herself—her presence is so imposing that it lives up to the whispered epithet “Dragon Tamer.” She travels incognito with the purpose of destroying Hermes-style magic devices created using the technology left by her father Hermes. Following disturbances in the flow of Ail that occur when they activate, she searches the world for Hermes-style devices scattered everywhere. When she rushed to the site after detecting a strong reaction in Heliod, she discovered the source was not a magic device but the living person Estelle, and later decided to accompany Yuri without revealing her identity or purpose in order to observe the situation. She set out on the journey resolved that if Estelle's power harmed Ail as Hermes-style devices do, she would not hesitate to kill her; however, after encountering Estelle's character she revised that view and persuaded the ancestral leaders who saw Estelle as a threat. As a true “companion” of the party, she seeks a way for the “child of the full moon” to live while keeping her power sealed. In battle, like the other members, she masters various arts, techniques, and weapons, but thanks to the Critia-specific ability Nagiyeug, she does not require an awakening magic device. Her clan is notably whimsical and free-spirited, and in Judith's case this trait stands out particularly; combined with her habit of speaking little of her true intentions and maintaining an airy demeanor, she often appears enigmatic to others, who think “you never know what she's thinking.” However, there are times when she really is simply

Joan du Marc [name] — Yuri's opponent in the third round of the arena recapture operation. Also known as "The Unflappable Masked Swordsman." He boasts of being both elegant and powerfully strong, wielding a large curved blade to block the path to the championship.

"Showtime" [Guild] A theatrical guild that travels the countries providing entertainment. Currently performing in the Nam Islet a classic, over-the-top play in which a handsome hero rescues a lovely princess imprisoned by the Great Demon King. However, thanks to the star-eating phenomenon, the guild members cannot gather at the venue, so Yuri and the others perform as stand-ins with passionate acting. Instead of Estelle—who is dressed in the gallant hero's costume—Rita, playing the princess herself, dramatically unleashes flames and defeats the Great Demon King Yuri in a wildly unexpected turn, drawing rapturous applause and stealing the gossip of incognito tourists. Incidentally, Karol, restoring the leader's honor, gives a superbly bizarre performance as a delightful frog-like being—one eerily ugly. In truth his actions on stage were so physical they were hardly acting, adding color t

will lead to a misunderstanding with the "Theater Guild" but……

Tentacle [Other] A particularly long sensory organ growing from around the nape of the Kritia clan. Judging from where it grows one might think it is an "antenna," but it is a "tentacle" with voluntary muscles running through it. When they walk, the way it sways softly is very endearing. Even today, it is considered proper for a true Kritia lady to cover them with a pouch, which is called a "tentacle pouch."



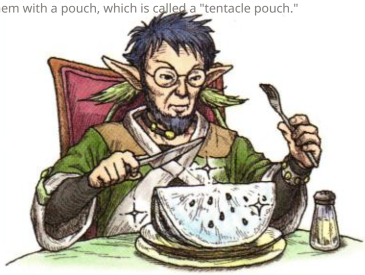
Shoku no Hanamichi [Guild] A renowned gourmet guild in Telka Ryumireesu. Having heard rumors of Patty's remarkably mature palate and cooking skills, they send scouts all the way to Nordopolica. Furthermore, a dispute erupts over her involving Nordopolica's top panoramic restaurant “La Mer” and the chefs of the Zaferius Imperial Palace.

Autonomous Magitechnical Device [Magitechnical Device] A magitechnical device incorporating autonomous formulas with self-judgment functions. A chassis fitted with this can assess situations and act on its own without external control. Karow X, invented by Dr. Cicily, corresponds to this. Also, Goliath, which lay dormant in the Shaikos Ruins, is a gigantic autonomous magitechnical device: a limb-equipped chassis implanted with a magi-core embedded with autonomous formulas.

Barrier Magitechnical Device (Shield Blaster) [Magitechnical Device] A magitechnical device that erects a massive barrier to protect towns and facilities from monsters. When activated, a barrier unfolds to envelop the target. Outside the imperial capital, towns were built centered on barrier magitechnical devices discovered underground, becoming what they are today. While a barrier is deployed, a ring-shaped light shines in the sky above the town, creating a very beautiful sight. These are normally powered by aether, but the Zaude Citadel, whose building itself is a gigantic barrier magitechnical device, fulfills its function by consuming the life of a Child of the

Sylph [Spirit] A spirit born from the sacred core of the Chrome Dragon. It rules the wind and manipulates the aether dissolved into the atmosphere of Telka Lumieres. Its delicate, wind-tossed feathers and slender form evoke the image of "Chrome"—a young woman resembling the Kritia tribe—more strongly than that of the dignified progenitor's vassal, the Chrome Dragon.

White Watermelon [Other] A secret-story topic that the sage Sordes of Yormgen will tell you if you stay at his place. Just as the elder Myorzo seems obsessed with cucumbers, Sordes appears to favor watermelons. Once the fastidious Kritia tribe gets fixated on something, they cannot be stopped; apparently they have an extraordinary attachment to vegetables.



Imperial Guards [Organization] One unit of the Imperial Knight Order. Organized to guard the Emperor, its ranks are composed only of nobles' disciples who are permitted to attend the imperial court. It is the most prestigious unit within the knight order and, as an elite force, attracts the envy of citizens; its vivid red armor, as if to show its prestige, is a distinguishing mark. After the Human-Monster War left the Emperor absent, Alexei—both captain and commander of the knight order—unilaterally turned them into his private force and is using them for hi

Human-Monster War [Other] The incident ten years ago when monsters launched a massive attack on human civilization. The truth is that it was a war instigated by the radical faction of the progenitor's vassals aiming to annihilate humanity. Humans, having forgotten the pact made in the past with the progenitor's vassals to seal magitechnical devices, revived those devices, and magi-scientist Hermes developed a new-type magitechnical device that greatly disturbed the aether, drawing their wrath. Mount Temza, where production bases for Hermes-style magitechnical devices were located, became barren land after fierce battles, and Kritia villages were wiped out. Although the Imperial Knight Order suffered enormous losses, they achieved a tentative victory thanks to the hero Duke's efforts. However, subsequent events led to thorough concealment of both Duke's role and the

Stright Line Service [Other] A regular liner that connects Capwanor and Capwatrim. It is operated by the shipping guild "Torino Regular Line."

Strim [Culture] One of the sigils engraved on magi-cores, representing movement. Other known sigils include Reitos, Roklar, and Frock.

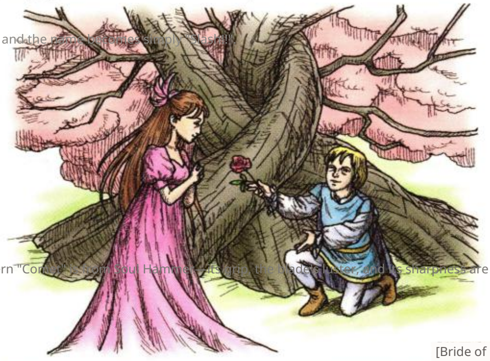
Zubibib Attack [Other] Once again, a superlative piece of flair applied to the secret ultimate technique devised

The name given by Professor Karol, which burst forth. Incidentally, Raven suggests "Secret Technique: One-Stroke Devastating Slash," but each of them is decisively cut down by Rita, and the name becomes simply "Slash!!"

Soul Hammer (Smith the Soul) [Guild] One of the five major guilds, this blacksmiths' guild once boasted a grand scale. However, thanks to the blessing of the barrier, demand for weapons has declined, and the guild now faces an existential crisis. It has since established its own workshop deep in the mountains and quietly operates there, betting its comeback on new products made using the rare ore Evalite. They also stock household goods for ordinary famili
製 es, and the kitchen knife used by the landlady of the tavern "Comet" is from Soul Hammer—its grip, the blade's luster, and its sharpness are all pieces that should b

Spirit [Legend] A being born when Estelle interfered with the spell that reconstructs Aer into mana. It is the will of the progenitor's chief servant that dwelled in the holy core given form—so to speak, a will-bearing Aer conversion spell. Yuri names it "the being that presides over the essence of matter." Siren's Fang (Siren's Tusk) [Guild] The pirate guild led by Eifried. They roamed the world's seas and carried out free-spirited activities to embody the "men of the sea," but are said to have caused the unprecedented atrocity known as the Plague Hope incident, and are now regarded as a cruel and lawless band. Although generally suppressed, because the incident cost the guild both its leader Eifried and its strategist Cipher simultaneously, the guild effectively collapsed. Former members scattered across the land and, unable to live away from the sea, eke out a living near ports day by day. The World's Most Flippant Man, Resting Here [Miscellaneous] When Raven lamented "Farewell, all my fans around the world" upon being surrounded by monsters activated by Aer in the Kebu Moc Great Forest, Yuri's retort. For a shady old man whose background is unknown and who never reveals his true feelings, and who even set traps soon after meeting them, such a dismissive epitaph suits the tomb of that suspicious fellow perfectly. The Recluse Emperor (Sekrude Jarl)'s Bride [Miscellaneous] An anecdote about Emperor Prime Stone IV from about 300 years ago. Known by the epithet "the recluse emperor" because he stayed locked in his castle in his later years, during his reign he planted trees around the barrier magic device of Harul, creating the predecessor of present-day Harul. However, at some point rumors arose that he had buried the corpse of a slain fiancée at the base of the tree, and it is now said that the tree's deep-colored Harul flowers are because the tree drank the living blood of the corpse and b

The story was thereafter passed down as the true legend of "The Recluse Emperor's Bride".



[Bride of Ryuki Tei]

Sebas [name] An old white-haired man who calls himself Mimura's butler. Following her instructions, he went to the House of Vice to negotiate weapons procurement. Judged useful by Yeager, he was placed under house arrest, but after Yeager's death, the Red-Eyed group was at a loss how to deal with him. Forced to do work akin to thievery, he is by title a proper butler originally serving the Kymorre (Kyumor) family. However, after the family was stripped of its noble status, he waited for an opportunity to cut ties. He is a man who will betray his master when faced with the risk of arrest and seize

駆動 Magic Device (Ceros Plastia) [Magic Device]
A magic device that powers large ships and movable mechanisms. Its shape varies depending on its intended use.

Sodes (proper name) — A Krytia of whom people in Yormgen speak as a sage. Learning that the sacred core left by the progenitor's chief servant would become a barrier magic device, he ordered Ronchie to obtain it. The real Sodes died more than a thousand years ago, but he can be encountered within an illusion created by Fellow. Sodia (proper name) — Fren's adjutant serving in the Imperial Knights. When Fren became a captain, she also became a squad leader. Devoted to Fren's unshakable ideals and owing to her own fastidious nature, she cannot tolerate that Fren's friend Yuri is a delinquent whose wanted posters are even circulating, nor can she accept anyone questioning Fren's values or principles of action. Her hatred grows day by day, eventually driving her to turn a blade against Yuri. Yuri, for his part, is aware of her hostility but treats it as me

Zopher Iceblade Sea [Location/Facility] Illykia Continent A drift-ice region in the northern part. Every year at a certain time, the drifting ice gathers and creates a land route that connects to the Corridor Coast. The strange sight of countless swords driven into the ice is the trace of a battle long ago between the empire and pirates, which is also the origin of the name. In

The air krane exists, and influenced by it the monster Byte and dwells here.

・Ta-row

Great Depth Cavern Zone [Place/Facility] Terkalium A lava zone that connects the air-kreene (Aalkreene) of various places in Race. The lava flowing deep within the earth links each air-kreene, and the flow of air also fills the world. Alexei took an interest in this Great Depth Cavern Zone, a special environment, as part of experiments to create the "Codex of the Heavens."

[Dane (personal name)] One of the members belonging to "Demon-Hunting Blade". A hot-blooded
て、 He is a rare mild-mannered young man who deals with Karol—who was dismissed from the guild for his timidity and impulsive actions—without reservation. For Karol, who avoids his former colleagues except for Nan, he is one of the few people he can truly trust.

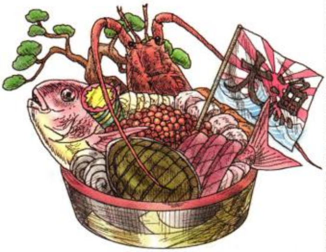
Tarkalon (place name, facility) — A massive structure built during the Ancient Geraeos civilization era. Originally constructed as a residential building, it was later turned into a weapon to oppose the Founder's vassal chiefs. The Duke revived it in order to quell the Star-Eater by sacrificing all human lives.

Dangre Walker [Misc.] A magazine overwhelmingly popular among young people living in Dangrest and its surrounding areas. According to Judith, its tagline is "a date-spot guide magazine for the now young." In addition to trendy spots and gourmet information, the biweekly issues are tightly packed with features on fashionable weapons and armor and even topics related to the latest magitechnics. On the magazine's release day in Dangrest, high-energy conversations break out on the main streets and in taverns as people exchange all sorts of information related to the featured articles. If you plan to meet a person you're interested in one-on-one, it's essential to do your prep with this magazine in advance! ...However, sometimes the fe

Dangrest [Place/Facility] A vast city built around the Guild Union. A wide variety of people intermingle, creating a chaotic atmosphere. It is a nest of numerous guilds, and because the guilds hold great influence, there is strong, widespread anti-imperial sentiment throughout the city. It is also characterized by a mysterious effect that keeps the sky perpetually in a twilight-like state.

The Vow Underground Waterway [Place/Facility] The underground waterways that run beneath the town of Dungrest. When the town was once occupied by the knights, the resistance hid here and waited for an opportunity to strike back. In one corner, words pledging to rise up at that time remain, and the name of the underground waterway derives from this, later becoming the common name. By using this route, one can go back and forth between the two taverns that are stationed on the town's east and west — "Sky-Piercing Twin Stars" and the "Crimson Meteor Shower." Healer [Other] A mage who specializes in healing arts. The traces of the spell circle that appear when casting leave a mark burned into the base of the left thumb, and the deeper and darker the mark, the more veteran the practitioner. Therefore, among practitioners it is common knowledge to judge a healer's skill by looking at their thumb. Although Estelle is not a spellcaster, she can wield healing arts without a magical device and likewise has a pror

Superb☆Kaisen-Don [Other] Kapwanol Inn If you receive a kaisen-don (seafood bowl) recipe from the old woman standing in front of the inn, this is the name of the recipe that the rival Wonder Chef will present in response. If a bowl piled high with fresh seafood is labeled "Superb☆," what on earth would it be like? Unfortunately, you cannot actually obtain the recipe, so all you can do is dream about this phantom dish.



The Bewildering Path of Memories [Place/Facility] A location that suddenly appeared near the Trilbdy Mountain Range on the Yuruzorea Continent. It is said to lure humans who have wandered into a world that sleeps deep within their memories—whether it is reality or a fantasy. Tigl and Keras [Personal names] A couple living in Kapuwa Nor. Unable to pay their taxes, their son Polly was taken as payment. To obtain the Ribgaro horn, which is said to sell for a high price, they were resolved to try a desperate challenge, but Yuri took their place.

They brought the horn home and saved the desperate situation. His son, Polly, was about to be fed to monsters at Ragow Manor, but was saved by the actions of our party. This unfortunate family does not stop at this incident and keeps getting caught up in one misfortune after another.

Tison [personal name] — the No. 2 of the "Demon-Hunting Swords" and Nan's master.

He uses martial arts launched from his slender frame to bewilder his enemies.

Deidon Fort [Place/Facility] A fort located north of the Maiokia Plains. It was originally a checkpoint to control the movement of people and goods to and from the imperial capital, but it now defends the capital from Brutal, the "Master of the Plains."

The Aeon Codex (Dein Nomos) [Item] Empire A treasured sword passed down through the imperial family for generations. In truth, it is the ultimate magical device created at the end of the ancient Geraeos civilization through collaboration between humans and the progenitor's chief servant. It is the sole entity to implement the formula of the art that manipulates the root of all things, the "Rizomarta Formula." It also serves as the activation key for the massive sealed magic device Zaude. Because it became Zaude's seal and cost lives, and since a survivor of the Full Moon's offspring ascended as the first emperor, it came to be revered as the empire's supreme treasure. To quell the expanding disturbance of the Ael, it was taken away by Duke after the Human-Demon War, but even more than a thousand years later it still synchronizes with Zafias's system and functions as Zaude's key. For that reason, Alexei employed his subordinates to concentrate on acquiring it and even attempted to create replicas. The u

Capable Person [Other] A phrase Judith used to describe Raven, who, at Dr. Cecily's request, ended up having to count the petals scattering on Haruru. Posing as praise and encouragement, it is actually a line meant to justify everyone abandoning him. Incidentally, when escaping from the captured Gasfalost by teaming up with Yuri, she similarly assessed Yuri this way, implicitly recommending drastic measures.

Ted [person] A boy living in the lower town of Zaphias and the only son of the inn "Comet Broom" where Yuri boards. Though from the lower town, he admires Yuri—who joined the knight corps—and is proud of Flen, who keeps achieving brilliant promotions within that corps. Dedekki [person] The true culprit who, hired by Balbos, stole the magic core from Zaphias's lower town. He takes advantage of Rita's fame in certain circles as a genius mage and her reputation for being eccentric by using her family name "Mordio" to mislead the investigation. The real Dedekki is a bearded man who looks nothing like Rita. Although he once escaped, he was later caught trying to commit fraud in Capuanol and was promptly knocked out and apprehended by Rit

Mount Temza (place name/facility) Located in the northern part of the Desuelle Continent, on a section of the Father Muzeri Mountain Range. After the ancient calamity, a city built by the Kritia tribe that remained on the surface flourished here, but the area was destroyed when the human-demon war turned the mountains into a battlefield. Now only the scars of t

Duke Pantarei [Person] A man from ten years ago. A hero who brought victory to the human side in the Demon War. However, after the battle, because his comrade Elshifru—who had fought alongside him—was murdered by a cowardly scheme, he severed ties with humanity and chose to live alongside the Primordial Servitor. Following Elshifru's last wishes, he continued to pacify Eal, whose disorder accelerated due to the explosive increase of magical devices, using the "Codex of the Heavens." When Alexei destroyed the seal of the Zawde Impregnable Palace and the Star-Eater descended again, he fell into despair at the repeated mistakes. He attempted to nullify the Star-Eater using the life energy of all hum

Tenchi no Anagura (Tenchi's Hollow) [Guild] A surveying guild famous for mapmaking. They actively collect information on synthesis recipes, and the recommended tips provided by their field correspondent Mr. Kozakura—who travels to various regions—are trusted by other guilds because they even explain materials and how to obtain them. Although not widely known, they are also valued for an information-broker type business that takes advantage of the bread

Heaven-Piercing Massive Star [Place/Facility] A tavern in Dangrest run by the guild "Arrow That Pierces the Sky." Perhaps to suit Don's tastes, despite being a tavern it puts effort into sweet-tooth menu items. It also arranges jobs for the fledgling guild, and young people who dream of becoming the next Don visit seeking earnings appropriate to their abilities.

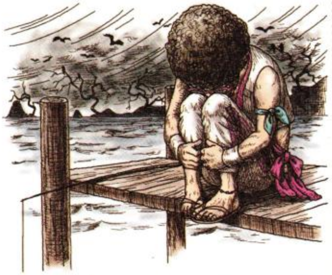
Heaven-Circling Shining Star [Other] A full set of garments awarded to a knight commander who has earned meritorious service. Bestowed by the emperor in recognition of loyalty and achievements. Originally intended for Flen, who achieved a truce and peace with the guilds and thwarted Alexei's ambitions, Flen insisted that Raven was more deserving, so the honor was given to Raven, the chief captain. Coincidentally, the name—very similar to Don's guild and the tavern he runs—is a fitting title for Raven, who alternates between the two fac

Duce (Duce) [Culture] An honorific for Belius, the leader of the "Hall of Warriors." It is called this because the "Hall of Warriors" wields the unusual power for a guild of governing not only the coliseum but the city of Nordpolica itself, and the people of Nordpolica take pride in this title. Yumengenkyo [Guild] A guild that operates the ultra-luxury hot spring entertainment facility Yumanju. Owners and staff

Together with the staff, they say "Our only joy is to give guests the finest hospitality," and fittingly for such a high-class facility, the price of services demanded is considerably higher than usual. They also respect customer privacy and keep the facility's location and guild information almost entirely private. For that reason they are called a phantom guild, creating an even greater sense of exclusivity.

Toto [Person] A Kritia tribesman living in Aspio, who acts as a guide to lead his remaining kin on the surface to the hidden Myorzo. He provides Yuri and his party—who are seeking the path to Myorzo—with information about Renansla Rock Hollow, where the "bell" sleeps. He strives to protect his tribe's history and cultural heritage, which have been lost over time and exploited by humans with convenient justifications, and he is also the successor of the lost magic "Astyion."

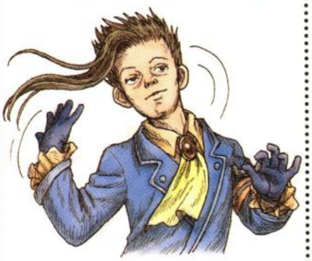
TOKUNAGA [Person] A helmsman under the "Market of Happiness" faction, belonging to the "Cat's Song." As with many men of the sea, he too attracts attention with sun-darkened brown skin and a broad chest. Moreover, with a bare chest under a vest, enormous afro hair, and sunglasses, his boldly expressive appearance makes him memorable in many ways even among such assertive types. Under Kaufmann's orders, he takes over steering the Fiertia, but is injured in an accident when the ship is attacked by a swarm of fishmen, rendering him unable to helm. He accidentally hands over the steering role to Patty, and until they reach their destination, Nordpolica, he spends his time conversing with the waves. Because of this unlucky incident, his contributions— which likely added color to many of the later adventure tales recounted by the fledgling guild "Rinrin no Myojo" (The Gallant Morning Star)—end up being scarcely told... Thank you, our Tokunaga; we will r



TORINO Regular Service [Guild] A shipping guild that operates regular ferries between Kapwanol and Kapwa Torino. Operations were repeatedly suspended due to Ragou's tyranny and storms caused by the Celestial Control Device, bringing the guild to the brink of extinction. However, after Ragou's downfall, it was rebuilt as a transportation guild.

DRAKE DROPWART [Person] The sword instructor to the previous Emperor Curnos XIV and the mentor of Est master of Estelle's sword. Called the "Loyal Knight Serving the Nation," he is regarded as a paragon of knighthood and earns the respect of other knights. He has retired from active duty and now serves as an adviser to the knight order, offering much counsel to various units, including Commander Alexei. Regarding Estelle, he expects her to present herself in a manner befitting royalty rather than focusing solely on her individual will, and he repeatedly voices his concerns that her close rapport with the people may cause her to lose sig

TORORO HAIR [Other] A name Rita gave to Jaeger, noted for his long, hanging bangs. Whether the masses of hair look like whole yams, evoke a sticky grated state, or suggest an itchiness when touched—possibly expressing a strongly offbeat character—Rita's nickname is, in any case, an image that Jaeger, who dresses in stylish high-end clothes, finds extremely insulting.



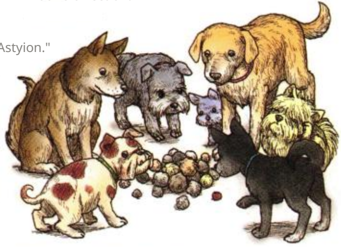
DROWATT [Person] Jaeger's right-hand man and Gosh's partner. Characterized by hair that can appear green, a glamorous figure, and a childlike way of speaking. After leaving the orphanage with Gosh, he became a member of the "Sea Calamity's Claw" and, as Jaeger's bodyguard, was trained in combat skills unbefitting a girl.

DON WHITEHORSE [Person] Leader of the guild with the greatest power, "Arrow That Shoots the Heavens." A giant known for his tremendous strength, widely recognized by the title "Don," meaning "great chieftain." A pillar among the Five Great Guilds and head of the Guild Union, he commands enormous trust and influence; even the Empire cannot ignore his presence. He is a good rival of Belius, whom he met during the Human–Demon War era, and is one of the few who knows that she is the founder's chief retainer. Based at Dungrest, he coordinates countless guilds and runs the tavern "Arrow That Shoots the Heavy Star." He also keeps and highly values Raven, a spy of the knight order. To settle the matter of Belius's murder—caused by Jaeger's plot—he prioritizes personal motives and duels Jaeger. Afterwards, to take responsibility for the chaos and threat of dissolution t

DON'S WHIMSICAL MEAL [Other] One of the menu items at Dungrest's tavern "Arrow That Shoots the Heavy Star." The signature dish named after Don, who is also the owner; as the name implies, it's perfect for the fickle Don who wants to eat a bit of everything and will be thoroughly satisfied. Served in oversized portions as a generous special to fill the stomachs of hot-blooded ruffians

· Na row

Companions' Furball [Item] A ball of fur formed from gathered dog hair. Made with great care by the dogs of Lower Zaphias for Rapido to fight the former boss, Petit Wolf. To the eye it is merely a lump of fur, but it is a token of encouragement and affection.



Naggieg [Other] A supernatural ability possessed only by the Kritia tribe that reads information embedded in objects. It can be said to be an ability that manifests the tribe's superior physical senses. Thanks to this Naggieg, Kritia warriors do not require Wake-Arcane weapons.

Nuts [personal name] A burly warrior who, as an aide to Velius, supports the "Hall of Warriors." In his youth he challenged Velius under the pretense of monster hunting but was soundly defeated; he was impressed and moved by the mercy Velius showed him and came to follow her. After Velius's death he took over that duty and protects the guild and town, and out of respect for the great leader he continues to hold the post of "Acting Governor." He is 43 years old, divorced with no children, an

Nam Islet (place name / facility) A lonely island located north of the Southern Islands, and the mysterious buildings constructed there. Inside, a strange-style festival is held by Ushi-nin and Arijigoku, and anyone who visits, though bewildered, can feel a nostalgic sense of familiarity. Nam Voyage Award [Others] One of the attractions held on Nam Islet. It uses Dr. Mishika's certified examination hall as-is, allowing participants to experience a certification test just like a real mage's. The target age is around 10 years old, making it appealing as a casual challenge. However, in reality it delves into puzzles both inside and outside the Telka-Ryumilleace, making it quite a demanding affair. While Rita faces the certification exam in which she stakes her research career, Karol, who challeng

Nan [Person] A girl belonging to the "Demon-Hunting Sword" and a disciple of Tison. Like many members, she took refuge in the same guild after her family was killed by monsters, finding meaning in life through vengeance under the guise of monster hunting. Although she gives up on the cowardly Karol, she becomes oddly interested in him as he establishes his own guild and grows, often finding excuses to tease him. In battle, to compensate for her small stature, she wields a massive blade that exceeds her height. Nia Fruit [Item] One of the ingredients for the "Panacea Bottle," which revives flowers on the Harul tree. Monsters scatter it in the forest as a sign to mark their territory. Handle with care, as burning it releases a distinctive-smelling smoke that permeates the surroundings. Portrait Contest [Other] A recruitment notice posted at Harul's inn. It calls for entries competing to depict "Roid," a fairy-tale character who traveled the world's rebirth with the divine maiden. Submissions are welcome on any medium—paper, leaves, bark, etc. Nyaa [Person] The name of the dog kept at the tavern "Comet" in the lower town of Zaphias. Whether named by Ted or as a prank by a regular drunk customer is unknown, but being called with such an overtly catlike name is likely somewhat complicated for the dog itself... Nyokiri Erlanger [Person] An opponent Yuri faces in the first round of the tournament he challenges to protect the arena. An extreme political activist whose imprisonment history is used as a scare tactic. Since he wears the armor and helmet from his days in the knight order he once belonged to, he is thought to be a fervent royalist. Nordpolica [Place/Facility] An arena city at the easternmost edge of the Dezelle continent. It was built by the progenitor's chief, Belius, and is operated by the guild "Hall of Warriors," which she leads. Gno

Nobis [person name] is a member of the blacksmith guild "Hammer of Souls." Aiming to restore the once-declining guild, he continues to search for new materials. He focused on the ore Evalite, known for its high air conduction rate, and after a life-risking adventure finally developed weapons made from Evalite. He and his colleague Yuseron exchange messages using a valuable guild cipher.

・Ha-row

Shiki Oriori (Perpetual) [Guild] A public relations guild responsible for the PR activities of various guilds. In Telka Lumileth, it is also one of the guilds that handles valuable reflected-image magic devices. After Don's death, waves of structural reform swept through individual guilds due to the Union's turmoil and the unrest over reconciliation with the Empire, and it seems the guild members' sales quotas have become somewhat strict.

The House of Corruption [Place/Facility] — The stronghold of the "Sea Calamity Claw," located west of Dangrest. A large number of weapons diverted from the "Gate of Ruins" are hidden here. Buyers seeking illicit magitechnical devices and outlaw men come here secretly to negotiate sales with the Yeager. However, the entrance is tightly guarded by the Red-Eyes, and those not accepted by them cannot even approach. Baul [Person] — The chief subordinate of an Ancestor who serves Judith. He befriended the young Judith living in Temza, and after saving her life during the Human-Demon War, he became her partner and assists in destroying magitechnical devices. Compared to other Ancestors' chief subordinates, he was notably young and only about one size larger than a human,

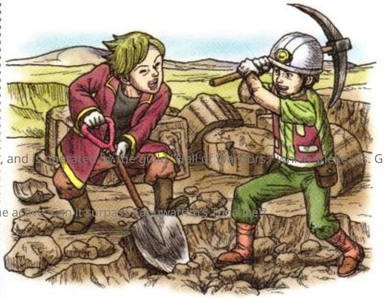
Bakadora [Other] — A name Rita gave to the dragon tamer Judith, who targets magical devices that Rita dotes on as if they were her own child. No matter how much she calls her an idiot, the party does not bother to say aloud that it would be unconvincing for Rita to recklessly unleash magic in the middle of town just to take down that hated foe. Temple of Baktion (Place/Facility) — An old temple located in the western part of the Hipionia continent. It is the dwelling of Astal, the Ancestor's chief retainer, and a temple that venerates him. In the past many pilgrims visited, but now that exchanges between humans and the Ancestor's chief retainer have ceased, the temple has been forgotten by people's memories and left

Batangi [Other] A fish caught in the offshore waters of Nordpolica. Although the catch volume is large, it is not especially tasty, and it has been harshly disparaged with comments like "not worth a chopstick or a stick" or "even cats step over it." Combined with its unattractive appearance, the disappointment that drifts through when the net is hauled in is considerable. However, perhaps due to recent disturbances in the Ael, its flavor suddenly improved and gained a reputation, and movements to promote it as a local specialty have become active. Can it surpass Kapuwatrim's Tuna Ice!?

Nose-Twisting Operation [Other] The plan to capture Eggbears carried out in Haluru Forest by Karol. By scattering the scent of Nia's fruit and prowling around, they lure out the Eggbears. Because they emit an overwhelming stench, Yuri gave them the name. It is truly pitiable to have the keen-nosed Repede accompany this operation.

Patti Fleur [Name] Lost most of her memory and travels the world seeking her true identity and origins, a self-proclaimed young female adventurer. She is said to be the granddaughter of the great figure Aifreed, a famed great pirate who was also close to a Guild Union executive. Relying on faint memories related to him, she wandered the lands in search of her past. The clue she had been searching for was the pirate treasure famed as the "Beautiful Star," and noteworthy locations were danger

Despite disregarding danger and traveling alone, she repeatedly meets Yuri and the others wherever she goes. She embodies the brave law of the sea she set for herself and has a positive, resolute personality. In fact, Count Patty himself is Aifreed, and during the Blackhope incident he drank the elixir Amrita, which rejuvenated him into his current appearance. At the time he lost his memories, he barely remembered the image of Cipher he had seen, mistakenly believing that to be Aifreed; furthermore, because Cipher's face was more publicly known, the "Aifreed" she pursues came to be imagined as a rugged man — in other words, her "grandfather." The name "Pattie Fleur" is also thought to have been given by Cipher out of concern for her, who would suffer from the traumatic memories of that horrific incident. She possesses tricky combat techniques that change style one after another, and her fighting skill—unsuitable for such a young girl—may well stem from the turbulent early life passed down as a notorious figure. Her favorite foods are all kinds of seafood and oden. She falls in love at first sight with the cool, tough-acting Yuri and has decided he will be her future husband (the Hamp harl). [Other] Markham's beloved shovel, which he has used while excavating ruins around the world to unearth valuable arcane devices. At first glance it seems ordinary, but being used by a man from a family belonging to one of the Five Great Guilds



Harry [person's name] A young man belonging to the "Arrow That Pierces the Sky," and the grandson of Don Whitehorse. Because he has an overwhelmingly great grandfather, he is anxious to achieve his own merits and is misled by false information, which ultimately leads to the deaths of Belius and Don. Thereafter, he painfully recognizes his immaturity and becomes self-deprecating. He once voices resignation toward the Union, which is losing its cohesion and collapsing, but is influenced by Karol and begins to seek his own way to rebuild the guild. He is often seen as the type to keep his distance from others, but he sympathizes with Kar

Barbos [Person's name] A one-eyed giant who serves as the leader of the "Crimson Bond Mercenary Corps," one of the five major guilds. Called "Barbos of the Raging Storm," he has united this particularly rowdy guild through strength. He plotted to defeat Don and take the top position in the Guild Union, constructing the Gaspharost Tower and planning mass production of armed magitechnical devices. He ordered the thief Dedekki to steal the Zafias water magitechnical device and seized magi-cores from various places to build powerful weapons, but he is defeated by Yuri. Halruul [Place name / Facility] A town in the northern part of the Ilyikia continent; the symbol Halruul Tree can be seen from the far edge of the Maiokia Plains. The Halruul Tree is known as a very rare entity formed by the fusion of a barrier magitechnical device and three kinds of natural trees. In the flowering season the entire area is dyed a pale orange, a sight that can only be described as spectacular. Halruul Tree [Other] The giant tree that symbolizes Halruul. It is a rare existence in which a barrier magitechnical device has organically fused with plants. It was named Halruul by taking the initial letters of the three entwined trees—Harmonea, Lulurie, and Runens—and that name became the town's name as well. When the flowers reach full bloom, the barrier's power temporarily

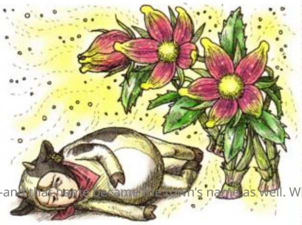
The Hall of Warriors (Palestrale) [Guild] Node

A guild that governs Polica. It also manages the arena, which is the town's central facility. The leader is Berius, the first generation's chief retainer. Unusually for a major guild, it does not belong to the Guild Union, but its influence is immense, and it is regarded as one of the two great powers alongside the "Arrow that Shoots the Sky".

Hanks [Person's name] — The head of the Zaphias Lower Town neighborhood association. A man full of backbone; when the water magitek broke, he sold a keepsake of his late wife to raise the repair money. Incidentally, when Yuri brought Estelle and he saw her at first glance, he said, "She has the same dignified bearing as my dead old woman," which reveals how blindly devoted he had been to his lost companion. Despite his rough speech, he cares for Yuri like a son or grandson. Half-cooked Bridge [Guild] — A guild made up solely of fortune-tellers, streaming Telca Rymilese in its halls. No matter the world, when one is lost in life, it is the sight of someone blended into the scenery that makes them notice for the first time. Because they give heartfelt advice, people over time came to affectionately call them "mother." Council [Culture] — The body responsible for the empire's administration, composed only of influential nobles. Nominally acting as the emperor's agents to assist him politically, in reality, with the emperor absent, authority became concentrated in their hands. As with others, there are many who enrich themselves personally. In recent years, the Knights' influence in decision-making has increased due to the capable Alexei, causing a surge of concerned council members. There is growing momentum to place Estelle, a distant relative of the late emperor, under the council's control and groom her as a puppet empress. Hisca Aiheep (proper name): A senior knight who served in the same unit as Yuri during their time in the Knights. It seems he has been wandering various places with his twin sister Shastil, searching for the hei

Biribarriha [Other] A plant native to the Efmid Hill area.

Its pollen delivers a sharp irritation to sensory organs, and inhaling even a single breath of it causes dizziness and severe muscle weakness.



The Fieltia (ship) [Other] A vessel registered to the "Rinrin no Myojo" (Radiant Star) that was presented as a reward by Kaufmann of the guild "Market of Happiness." Originally, Tokunaga of the ship "Umineko no Uta" (Seagull's Song), which the ship belonged to, served as its regular pilot, but prior to transferring to "Rinrin no Myojo," Patty succeeded him in that role. Through Kaufmann's arrangements, it was temporarily equipped with a powerful driving magitechnology device; however, because it was of the Hermes type, it was soon destroyed by Judith, and for a while afterward the ship was used despite its aging condition. Although it is such a well-worn ship, with modifications it can enter shallow waters that are normally inaccessible. Also, when Baul is summoned at sea, he carries it in his arms and flies off with the e

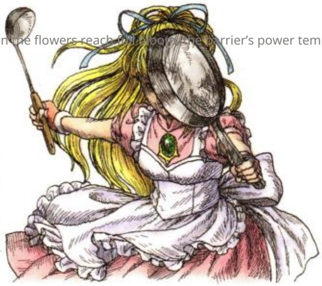
Fellow [Name] — The leader of the clan of the progenitor's servants, living in the Cogol Desert. Concerned about the existence of the magical devices that are devouring the world, he had long been wary of humans, and that feeling intensified when his comrade Elsifuru was killed in the human-demon war. He abandoned being human and, seeing Duke—who alone calmed the Aeal—as someone with the same purpose, protected him. He views Estelle, the child of the full moon who influences the Aeal even more than the magical devices, as dangerous. However, through conversations with her

ecomes a decoy for them, and is left near death. He becomes the spirit Ifrit and is reborn, gaining the power to quell the Star-Eater! Bechwolf [Name] — A dog who dominates the animal s

Although driven from his (or her) seat of power, he (or she) is biding time for a chance to make a comeback.

Bushbaby Doll [Item] A doll modeled after a monkey, cherished by the elder of Kritia. Its official name is "Bushbaby Doll," but the elder's affectionate fondness has led people to habitually use an honorific when referring to it. Although he surprisingly and readily gives it to Estelle when she pleases him, the doll is actually a rather important item used in rituals to appease Chronus, the founder's steward who governs the town. Later, when Toth offers to teach magic "Aucation" in exchange for this doll, Estelle grows very attached to it and has great difficulty letting it go.

The Frying Pan and Ladle [Other] — The weapon of a certain girl who appears in the sleeping tale of the sage Sodes of Yormgen, part 2. This fair-haired, blue-eyed lovely girl wields what are ordinarily merely cooking utensils — a frying pan and a ladle — as weapons, cutting down formidable foes across the world and even making her own biological brother trembl



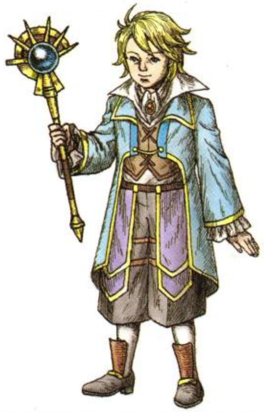
Magic Device (Blastia) [Magic Device] A device that converts the Aearl into energy and performs the spells inscribed on a magic core. It was invented by the Crutia tribe during the ancient Geraiohs civilization. With current technology it is extremely difficult to manufacture, so most units are repaired and used after being excavated from ruins. Because of their power and influence they are placed under imperial control, and private ownership is subject to strict conditions and reporting obligations. As the effects they have on the Aearl caused an ancient catastrophe, most Blastia were once sealed. Nevertheless, the fact that use and development have again p

Magitechnician (Brastia-gishi) [Culture] Magitechnicians are researchers and technicians who handle the casings of magitech devices, primarily conducting research on the magi-cores of magitechnical instruments. Because casings are relatively easy to manufacture and construct, their standing is lower than that of magicians as researchers. However, they are indispensable to modern society, and those with s

Black Hove Incident [Culture] A civilian ship was attacked by the Pirate Guild, resulting in the deaths of hundreds of civilians — an exceptionally heinous crime in history. The ringleader, Aifreed, leader of "Sea Spirit's Fang," is still being pursued by the knight order and, due to having dragged the entire guild's reputation into the dirt, is shunned by members of other guilds. The true cause of the incident, known only to Alexei's orders, was that the entire ship was used as an experimental platform for mass-producing Moon Children. The passengers, unable to withstand the artificially concentrated and terrifying aural energy, transformed into monsters; the "Sea Spirit's Fang," who had been escorting the ship, were forced to kill them — this is the t

Blood Alliance Mercenary Corps (Blood Alliance) [Guild] A mercenary group led by Balbos, one of the Five Great Guilds. It belongs to the Union and, among the Five Great Guilds, should theoretically act as a model of conduct, but this guild often deviates from rules and engages in problematic behavior. They run the tavern "Crimson Meteor Shower" at their headquarters in Dungrest.

Blue Crystal Rod [Item] A tin staff cherished as an imperial heirloom alongside the "Celestial Codex." It is a symbol of the vice-emperor, indicating authority close to the emperor as an aide. While the "Celestial Codex" has a red blade, this staff is set with a blue jewel; the two serve as mutual deterrents and together symbolize a pair of powers that protect the nation. By giving it to Estelle, Yodel — who became the empire's de facto supreme ruler — later used it to have her position as vice-emperor recognized both domestically and abroad.



Brave Vesperia [Guild] A guild formed by Yuri and Karol. Estelle named it after "the brightest star in the night sky, the Brave Morning Star," likening it to that image. Its origin comes from an imperial legend about a pair of siblings who saved people from disaster; the elder brother, who ascended to the sky, is the namesake of the satellite section of the Zaude Citadel.

(continued) the elder brother who ascended to the sky, that is, the name for the satellite part of the Zaude Citadel.

Rude Bubensuperia [Other] Looking at the attachment "Rampaging Little One" that sparkles brilliantly on Rapid's back provokes an upsurge of the soul's cry. The pompadour is the aesthetic of a man — touch me and you'll get burned!

Flynn Scifo [Person] A childhood friend of Yuri who grew up with him in the lower town and a former comrade in the knight order. Valued for his excellent skill and honest character, he rose to the rank of captain, an unusual promotion since Captain Chief Schwan, which sometimes made him the target of jealousy — especially from the noble Kymor. He admired the former Alexei, who served the late emperor with lofty ideals, and even as he witnessed Alexei's privatization of the knight order and ambition, he continued to follow orders. Moved by Yuri's resolve, he swore to part ways, embodying the knight as an upholder of the law and deciding to pursue justice. After Alexei's death and Flynn's appointment as acting commander of the knights, he gained confidence and bearing as a knight in both name and reality. Serious and sincere — if taken the other way, stubborn and inflexible — he is well suited to give a reprimand to the rough-and-ready Yuri or the mostly womanizing Raven. His favorite reading is the self-help book "Bearing a New Hope," showing his thoroughness. An example of his dexterity and extreme conscientiousness is his cooking skill: as Rita puts it, despite

Fluffy Jellyfish [Other] Patty's one-word impression upon seeing the progenitor's subordinate chief Clones. In a sense it is exactly "what she saw," but such a pure and innocent expression sounds beautifully to the party who have had to listen to Karol-sensei's various questionable naming tastes.

Petan-chan [Other] Rita was nicknamed by Ushin. A shy 15-year-old whose feminine development still has a long way to go, though she is not indifferent to it; she vehemently objects to this nickname. If an argument goes too far, it can turn into horrible insults like "flat-chested bastard."

Heracles [Place / Facility] A mobile fortress secretly being constructed by Alexei to counter the progenitor's subordinate chief, a colossal magical war machine employing Hermes-style mechanisms. It is not yet complete, and makeshift areas including the exterior are noticeable. When Dungrest was attacked by fellows, it was deployed to the front for the first time and, with overwhelming firepower, succeeded in repelling the fellows in form. However, its unprecedented power sowed anxiety among Union members and residents about the empire's growing strength, becoming a new factor that complicated the peace negotiations that had seemed to

Belius [personal name] — Chief of the "Hall of Warriors." Though generally kept secret, he is one of the Forebearer's lieutenants and the very person who founded the town of Nordpolica. He has been friends since the Demon–Human War with Don Whitehorse, the "Arrow That Pierces the Heavens," and they share a bond that transcends guilds and races. He was attacked and wounded by a knight order seeking the Sacred Core, the "Demon-Hunting Sword" which regards the Forebearer's lieutenants as enemies, and factions like the Union that were driven by rumors of monster appearances. The wound caused

Heliod [Place/Facility] A burgeoning city being developed southeast of Dungrest. Qyumor serves as acting governor and takes command on site. A false promise of "if you work well you'll become a noble" is made, and people gathered from neighboring towns are forced to work in poor conditions. Hermes [Person] A great Kritian scientist who invented the Hermes-type magitechnical device and is also Judith's father. Although he was the very person responsible for the Hermes-type magitechnical device—the cause of the Human-Demon War—his book written in cipher, Essays on Aear, discussed possibilities such as Aear amplification and magitechnical runaway, and even methods of destruction as countermeasures. He was a pure intellectual who lived for the supreme joy of pursuing the latent capabilities and possibilities of magitechnical devices. The preface of Essays on Aear is addressed to a "daughter," but since Judith is not a magitechnical expert, it is unclear whom it refers to. His favorite dish was braised pork, and like oth

Hermes-type Magus Device [Magus Device] A new model magus device developed by Hermes in Temza ten years ago. Compared to previous magus devices, it boasts much higher output, but its impact on the Aer is also on a completely different scale, and it became the trigger for the human-demon war. As someone who sympathized with the Ancestral Servant Master's ideology and to protect her father's honor, Judith went around destroying magus devices that implemented his theories. Poin-nechan [Other] The name "Judith" as given by Ushinin. For someone who fully understands her own potential and knows how to draw

Star [Place/Facility] The inn/tavern in the lower town of Zaphias. The interplay between the bold landlady and her henpecked husband, along with their only son Ted, is loved by the townspeople. The capable landlady's "golden fingers" are famous for even defeating monsters. There was once a rumor that a tall beauty with flowing black hair frequented the place, but her true identity was that she was boardi

It turned out to be Yuri... The Moonmirror Tomb [Place/Facility] — A burial site of the Children of the Full Moon established beneath Zaude. Countless corpses of those who became the key to sealing the Star-Eater and lost their lives, or perhaps their souls, rest here. Deeper within lies the “Sixteenth Night’s Sequestered Quarter,” where people continue to live completely cut off from the outside world.

Magical Device (Bodey Blaster) [Magical Device] A magical device used to cast spells and techniques. It takes the form of decorative accessories such as armbands or necklaces. As with other magical devices, their distribution is restricted by the Empire, so they are difficult to obtain unless acquired through the guild or owned by members of the Imperial Knight Corps or personnel related to the Magical Device Research Institute.

Star-Eater [Legend] The remnants of the Founder’s subordinates who mutated after absorbing more Aearl than their capacity allowed. This collective, having lost the consciousness and bodies of the Founder’s subordinates, is so named and, true to its name, devours stars and takes all life. At the end of the ancient Glaios civilization, it was triggered by the disruption of Aearl caused by the excessive use of magical devices, becoming an unprecedented calamity. It had been sealed by the power of the Zaude Impregnable Palace, but the seal was broken by Alexei, allowing it to revive and once again cover the surface of the land. Chieftain (Boss) [Culture] An honorific used to refer to the head of a guild. Whitehorse of the Guild Union “Heaven-Shooting Arrow,” who leads the union, holds the highest

President (Boss) [Culture] An honorific referring, among guild leaders, specifically to Kaufmann, the head of the "Market of Happiness." It is a unique custom seen in that guild, which is strongly business-oriented.

Bokkos [person name] A knight belonging to Schwan Corps' Luplan squad. To compensate for his small stature he wields a long spear, calling himself the squad’s promising star. He often thinks of teaching the unbothered Yuri a lesson for disregarding the knight order’s prestige, and together with his partner Adekōru he nitpicks at him. His catchphrase is “nanoda.” The Can’t-Leave-Well-Alone Syndrome [Other] A description of Estelle after she, unable to restrain herself upon hearing that the people of Heliod are disappearing, sticks her neck out. However, Yuri himself—who first called her that—also displays mysterious solo behavior; Judith’s solitary actions are labeled the “Can’t-Leave-Well-Alone Syndrome,” and Rita, who worries that Estelle hurts herself out of concern for others, is likewise someone who “can’t leave her alone.” In tha

Armed Magitech Device (Hobro Brasstear) [Magitech Device] Refers to attack magitech devices equipped with large heavy firearms and complex mechanisms. It is currently feared that the handling of this magitech device could suddenly shatter the delicate balance between the Empire and the various guilds. It boasts overwhelming power, but also causes significant disturbances in Aether.

Polly [Name] The only son of Tygill and Keras. He was rescued by Yuri and the others when he was about to be fed to monsters in the basement of Ragou's manor. Later he relocated to Heliod and was once again rescued from danger by Lapid’s quick thinking, after which he came to place immense trust in him.

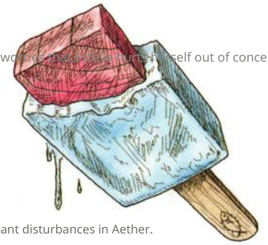
・Ma row

Markham [Name] A young member of the "Gate of Ruins" who, paired with Joshua, is an excavation enthusiast touring ruins across the land. He cherishes a famous craftsman Ilmaine’s masterpiece, naming it the "Hamfarl." While working at the Shaikos Ruins, Rita found him writing a name on a magitech device he had excavated as a memento, and both he and Joshua received a scolding.

Mabo Curry [Dish] A menu item at Dangrest's tavern "The Sky-Piercing Heavy Star." Its spiciness and umami are said to train one’s spirit so that even if one falls wounded in fierce battle, one can recover—making it indispensable for the men of Dangrest, where life-or-death struggles are commonplace. Originally a popular home-cooked dish known from the imperial capital to frontier towns for its ease of preparation, it nevertheless has deep nuances. There is a secret Wonder Chef recipe, which can be taught to those whose culinary skills are recognized, but the path to it is long and arduous.

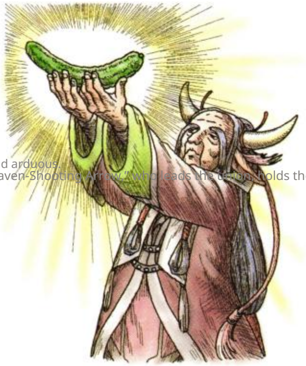
Hunting Sword [Guild] A guild specialized in monster extermination, led by Clint, a greatsword wielder. Guild members are required to have considerable combat ability to stand against monsters. Many members harbor resentment toward monsters after losing family to them, and their proactive hunting activities are the reason the guild’s renown rivals that of the Five Great Guilds.

Tuna Ice [Other] A simple and unimaginative item consisting of a slice of tuna wrapped in a soda-flavored ice pop, creating a full-on dissonance of taste and texture. Those who carelessly treat it as a local specialty or novelty dessert may have a painful experience. A traveler’s complaint about having eaten this is written in the guestbook of Kapwatlim, suggesting it is sold in that town.



Magister [Culture] Refers to researchers of magitech devices or researchers of the Aether that powers magitech devices. Their goal is to decipher the relics of ancient civilization and reproduce them as elements that support modern society; most live in Aspio. Since magitech devices fall under imperial jurisdiction, practically all magisters can be considered imperial research staff. Mana [Culture] The intermediate state in which the Aether—the source of all things—takes various material forms. It is more stable than raw Aeth

Phantom Cucumber [Other] A dreamlike cucumber from the Krytia tribe town Myolzo said to make any dish delicious. It has been known since ancient times—astonishingly, a Geraios civilization-era tablet details exactly how to cultivate this cucumber deliciously. The elder is particularly obsessed with it and repeats the story whenever visitors come, revealing the Krytia tribe’s tendency to become thoroughly fixated on matters that interest them.



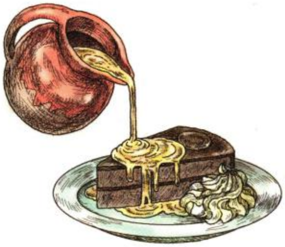
Fragrant Coral (Maris Gemma) [Item] The crest that a wandering corpse warrior—i.e., a Cipher—who inhabited the Arselm ship continued to guard. Paired with the Lovely Star, it becomes a key to the paradise sought by pirates.

Beautiful Star (Maris Stella) [Item] The jewel Patty entrusted with her memories and clues about Ifrit, which she is searching for. As its name suggests, it is shaped to mimic the brilliance of a star and is said to be a treasure sought by all pirates. It lay sleeping in the sunken Zau Stronghold, awaiting her return

Marchedes Dunkel [Guild] A group of black-market merchants under the umbrella of the "Sea-Fierce Claw." Perhaps to slip past the Empire’s watchful eyes, they do not maintain fixed shops and instead travel from place to place. They specialize in handling magic devices whose distribution should be restricted, but the majority are diversion goods funneled out from the "Ruins' Gate." It hints that the two guilds a

The Child of the Full Moon [Legend] Refers to people with extraordinarily excellent Aer skills, to the point of being called human magical devices. During the ancient calamity, they activated the Zaude Impregnable Palace using their own lives as fuel and sealed the Star Eater. The survivors thereafter took on the sealing and management of the magical device and founded an empire as the imperial family. In the present imperial line, the bloodline has thinned, and their affinity with Aer is almost no different from that of ordinary people. However, occasionally someone with outstanding power is born; among them, Estelle possesses unquestionable strength as a descendant of the Child of the Full Moon. Yet because of that ability, their interference with Aer is great, often affecting and disturbing the Aer around them. For that reason, among the founders' retainers there are those, like Fellow, who view the existence of the Child of the Full Moon as dangerous. The "Child of the Full Moon" celebrated in imperial tradition as a goddess emitting golden light refers to the surface portion of the Zaude Impregnable Palace, while the brother "The Radiant Morning Star" refers to the satellite portion floating in the sky. Mishika Yutarion [Person's name] A great magilord famous in the field of magical science as the discoverer of the Mishika magitech antibody, which gave rise to the Mishika doctorate name. He personally supervises a royal institution–authorized examination site, an ad hoc branch equivalent to the doctoral certification exams held in the imperial capital, on Nam Islet. Because his public exposure is extremely low and his achievements are so great, an image of a strict, early-aged man has

蜜蜜 Zachertorte [Other] One of the recommended menu items at Dangrest's tavern "The Star That Pierces the Sky." The shop is generally known for its very sweet offerings, but this thoroughly indulgent recipe—chocolate-coated chocolate cake topped with plenty of fresh cream and honey—creates a level of sweetness unmatched by others.



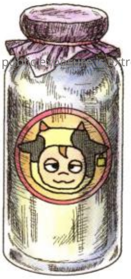
Mimura [personal name] — Kyumor's elder sister; her full name is Mimura von Kyumor. Their family lost its noble rank because of Kyumor's misconduct.

Harboring a grudge, (he/she/they) becomes a member of an anti-imperial extremist group and, through the Union, asks Yuri to make contact with the "Claw of the Sea Fiend."

Myōsei No. 1 [Magic Device] — A handmade "Celestial Rite" that Rita created to pacify the Star-Eater. It unfolds the "Rizomata Formula" through the power of the four spirits. Carol's naming sense runs wild, resulting in a name that is hard to call refined, but it is a powerful tool whose capabilities are beyond what its image suggests.

Starry Second No. (Myoujou Ni-gō) [Item] Crafted by Rita, named by Karol It uses the hilt of "Starry First No." and combines it with the blade of Yodel's treasured sword, made from rare metal — the ultimate decisive weapon. The "Rizomata Formula," like the "Celestial Canon," has been reproduced in sword form in this age, making it a precious item, and at the same time it stands as a symbol of the cooperation between the many guilds led by the "Gallant Stars"

Myolzo [Place/Facility] A city of the Kritia people floating in the sky. Long ago, towns formed separately on islands that floated on the sea, but at the end of the Old Geraiose civilization era they were swallowed by the progenitor's steward Krones and rose into the sky. Today it is the only city that preserves the legacy of the lost ancient civilization. Milk [Other] In the broad sense, the milk of cows sold in the "Market of Happiness"; it can be drunk as is or used as an ingredient in various dishes. In the narrow sense, it specifically refers to the milk of the cow people (ushinin) living in Mantike. According to him: "Freshly milked by me! Gufufu ♡".



Milk Yakisoba [Other] A specialty menu item sold at a stall on Nam Island. The piping-hot noodles grilled on an iron plate are topped with milk and a rich sauce that create an exquisite harmony. Though it might seem like a novelty, the scent of caramelized milk brings a feeling of happiness, giving it a pasta-like quality. Mitsurugi no Kizahashi (Mitsurugi Staircase) [Magic Device] A barrier magic device that protects Zaphias, so named because it is likened to a gigantic sword piercing the sky. It also functions as the system for activating Zaude's Impregnable Palace by the "Celestial Canon." The path to the core is guarded by multiple mechanisms arranged in layers that are patterned after the waxi

Needlessly Emitting Pheromones Brother [Other] A ridiculously cool nickname that Ushinin bestows on Yuri. Sharp gaze, a sensuous neckline, a curt manner yet willing to risk his life when it matters, and the embracing strength to protect what is irreplaceable. It is a rare compliment that condenses the savage charm emanating from Yuri's entire being.

Maid Café [Culture] After Kyumoll's dictatorship ended, in Heliod's workers' residential district—harsh but full of hope—a boom has taken hold in the food and beverage industry. Women dressed in maid outfits welcome customers and serve them while calling them "Master," providing comfort to people who gathered there longing for nobility. It is said to later develop further as a "cosplay café"...

Heavenly Magic Device (Meteora Blastia) [Artefact] A magic device installed in Ragow's manor in Kapwanol that controls the weather. Dramatic weather alteration is normally impossible with standard spells, but it is realized here through a distorted ritual that forcibly combines multiple magic cores. Rita attempts to deal with it, but it is destroyed by Judith, who targets the Hermes-style magic device.

Flaming Orb King (Mera Mera Fireball King) [Other] When the holy core left by Fellow reincarnated as Ifrit, the arrogant Karol immediately proposed this ridiculously thoughtless name. Alongside Undine's "Splashing Light Blue Queen," it was such a dreadful creation that Karol was struck by Rita's fist before he could finish saying it.

Writhe-and-Rest [Other] The state of nostalgically recalling past youth, agonizing and suffering, burning inside yet simply observing with a breathless, aged body. Raven—truly an old man tired of life—narrows his eyes at the back of Yuri, who is cool yet passionately in the height of youth, and today too is writhe-and-resting.

• Ya-row

Yue Fan (Yui Fan) [Person] Ronchi, captain of the Arselm, is in love with Yui Fan. She waits for Ronchi in Yormgen, who set off in search of the "Clear Time Crystal" that would save the city. Although she died over a thousand years ago, the illusion created by Fellow still dreams of being reunited with Ronchi.

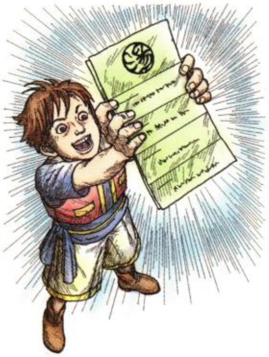
Yu Seron (Yu Ceron) [Person] A figure who commissions work to "Rinrin's Morning Star" through Dangrest's "Heaven-Piercing Constellation." He asks his colleague Nobis to deliver a book written in the guild cipher. United by the slogan "A burning soul in a sea of flames," he is a member of the "Hammer of Souls."

Courageously Full-Hearted Group [Other] The original name of the guild "Rinrin's Morning Star" founded by Yuri and Karol. At Karol's suggestion it was once named this, but it quickly changed due to ove

It was rejected by Esther and never saw the light of day......

Yumanju [Place/Facility] The official trade name is "Yumanju". It is a hot spring facility operated by the guild "Yugenkyo" and is beloved as a social gathering place for the upper class. To allow guests to escape the daily bustle and enjoy the utmost luxury, the facility's location is only disclosed to a very limited number of people, and without connections it is even difficult to reach.

Yumanju Lifetime Free Invitation Ticket [Item] A dreamlike invitation ticket that allows you to use the pricey hot spring Yumanju anytime, forever, free of charge. Although the facility is originally aimed at celebrities, it is still expensive, and being able to freely enjoy its open-air bath as if it were your own home makes this item a kind of ultimate status symbol.



Yuri Lowell [Person] A 21-year-old young man living in the lower town of the imperial capital Zaftias. He excels in swordsmanship and once served in the Imperial Knight Corps, but after witnessing the contradictions within the organization, he left the corps seeking his own way of life. He now lives in the lower town and, due to his free-spirited lifestyle, has attracted the attention of some knights. After helping Esther, who had been confined in the castle as a result of power struggles, he is confronted with various problems facing the Empire. Unable to ignore his comrades and the weak who are exposed to those issues, he acts according to his own "justice" and, unintentionally, becomes the one to correct the corruption eating away at the country and to move the world. He is a good friend who mutually respects his childhood friend and former comrade from his knight days, Flynn. In contrast to Flynn, who values law-based justice above all, Yuri openly declares that prettified words cannot punish evil and consistently acts to the extent of staining his own hands. After it is discovered that Estelle is a child of the full moon whose very existence is considered dangero

Union [Guild] A federative organization that oversees the guilds, run by the five major guilds. Don Whitehorse of "Arrow that Pierces the Sky" reigns at its top. It advocates the autonomy of each guild and non-interference among guilds, aiming for smooth guild management. Although the Empire and the guilds have been at odds for many years, the presence of the Union has served as a deterrent for the guilds, preventing major conflicts and allowing the situation to reach the present without large-scale clashes.

Union Pact [Other] The vow proclaimed by the resistance when Dungrest was once occupied by the Knight Corps. The unity achieved among guilds through Don's efforts became the foundation of the present Union, and the vow has been handed down to this day as the "Union Oath." The full text is as follows: Once our forebears abandoned a nation that had forgotten its duty to protect the people and became true guardians of freedom themselves. This is the origin of the guilds. Yet now the iron chains of oppressors have again reached our necks. It is because we forgot our forebears' vow and spent our days in disputes over profit. Therefore, we shall once more return to the guilds' original purpose and unite our strength. Our swords are for freedom. Our shields are for friends. Our lives are f

Yodel Argilos Hyurassein [Person] A young man who is the nephew of the previous emperor and one of the candidates for the next emperor. After being recommended by the Knight Corps, he is abducted by the council regent Ragou, who opposes Estelle, but is rescued through Flynn's efforts. Calm by nature, he also possesses the initiative to outmaneuver the council, seeks harmony between the Empire and the guilds, and succeeds in concluding peace with the Union. Considering Ragou's later downfall and Estelle's circumstances of abandoning official duties to continue traveling, he takes office as the formal next emperor. As a central figure of change, he also supports the "Radiant Star" movement an

Yormgen (Place name · Facility) — In the ancient Geraeos civilization, it was a city that prospered on the northern edge of the Kogor Desert. Now there is no trace of its former appearance; only a few ruins peek out from the sand. The fellow who protects the Duke has recreated the illusory Yormgen as a place where he can live, assigning him the role of the sage Sodes who once existed there, and is sheltering him.

Joshua [person's name] A teammate of Markham and a young member of the "Gate of Remains," he is a born craftsman who never lets go of his safety helmet. He and Markham have called each other "Yocchan" and "Macchan" since childhood. He worries about the fate of the Hamphar (Hamphal) ship that Markham lost as if it were his own matter.

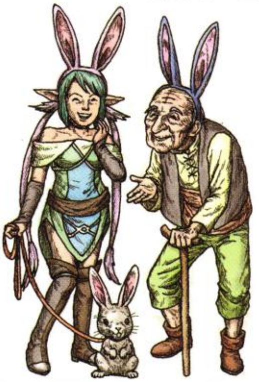
・Ra-row

Raggy (person's name) — Leader of the specialist guild for excavating magic artifacts, "Gate of Ruins." Despite his vague, absent-minded appearance, he is known to be highly skilled, and his ability to find a magic artifact with a single strike has earned him the title "God's Hand." His true identity is Jaeger, the leader of the "Sea-Fanged Claw." He secretly keeps some of the artifacts he excavates from the Empire's notice and sells them as goods of the "Sea-Fanged Claw" and its subordinate "city" "merchants." The simple, unpretentious Raggy and the flamboya

Ragou [Person name] Served as the governor of Kapuanor and was a member of the Imperial Council. Shortly after being dispatched by Zaphias, he unilaterally imposed heavy taxes to line his own pockets. The means he used was a celestial control magic device obtained secretly; he caused storms that devastated the fishing industry and threw the town into chaos. He had extremely inhumane tastes: he kept monsters in the manor's basement and released the beast Ribugaro into the forest near the town, forcing residents to risk their lives to hunt it in exchange for tax exemptions. He recommended Estellise as the next emperor and kidnapped her rival candidate Yodel. When that failed, he staged an embarrassment for the knight order that sought to improve relations with the Union, aiming to strengthen the council's power. Yuri learned of the plot and punished him, but officially he was declared missing and a 2,000 gald bounty was placed on him. His corpse was later found in Heliod, and the truth never came to ligh

Rapido [name] — Yuri's pet dog. Because he was cared for during Yuri's knight-order days, he left the unit with him and now lives and eats with him in a corner of the slums. He possesses high combat ability and is well known in the slum neighborhoods for performing excellently as Yuri's partner not only in private life but also in battle. Known as clever, he ostentatiously rubs against Rita, who plainly dislikes dogs, to tease both her and Estelle, who desperately tries to get close to him, and he can be seen getting on well with the world-weary Patty throughout the journey. His presence also stands out within the canine community: he drove out the previous big boss, Petit Wulf, who had dominated the imperial capital's animals, and now rules that position. His gentlemanly dog manner has garnered wide support, securing him an unshakable status. In battle he fights using a style that skillfully wields a dagger held in his mouth, and even in peacetime he kee

The Lovely Rabbit Guild [Guild] A guild dedicated solely to adoring rabbits. It was founded by an old man in Dangrest who loves rabbits. He established it to make the world aware of rabbits' charm, but the plan stalled for lack of someone suitable for publicity. Still unable to give up, he frequently visited the Union headquarters and, while there, spotted Yuri and his party and asked them to serve as promoters. Thanks to the group's activities wearing their trademark rabbit ears, the guild's renown shot up——that was the old man's plan: he dreams of members joining the guild and, with rabbit ears bobbing, holding lively rabbit-themed conversations.



Lovely Cat Encyclopedia [Item] One of the so-called sub-weapons that Rita carries at her waist. While the books carried by genius sorcerers are uniformly ostentatious tomes filled with bewildering arrays of arcane formulas, for some reason this is the one irresistible “cat book” to those in the know. In addition to numerous beautiful photographs and illustrations, it records not pet care but how to serve a cat, and the code of conduct for a pet owner-turned-servant. No one would expect that a high-performance skill that grants invulnerability to enemy magic attacks would be hidden in such a soothing book. La-Mer [Other] A high-class restaurant on the top floor of the Nodepolica Arena. With a full 360-degree view, you can simultaneously enjoy the tangled, bloody battles unfolding below, the dazzling plasma emitted by sealing magic devices overhead, and the deep blue sea stretching far into the distance—making it counted among the most luxurious spots in Telca Lumilesse.

Rianna Kael [Person's name] A member of the guild that Karol once belonged to. She serves as Karol’s tutor, treating him strictly but with deep affection. She lost the heirloom, an Everlight necklace, that she intended to give to her fiancée, and entrusts the search to "The Radiant Star." Mr. Kael, who belongs to the goldsmiths' guild "Silver Ring Conquest," is Rianna...

Anna's father.

Regent Chibi [Other] A cowherd who, for the time being, cannot be satisfied without giving nasty nicknames, gave this name to Karol. It’s exactly as it looks. No twist. Compared to Yuri’s “brother who needlessly emits pheromones,” how slapdash this is.

Sea Monster's Claw (Leviathan's Claw) [Guild] A guild led by Jaeger that takes on assassinations while also peddling weapons—a merchant of death. Targets eyed by the men called “Red-Eyes,” who wear red lenses over their eyes, are buried from this world without even a body being found. Because the “Ruins Gate” funnels out magical devices excavated under the Empire’s jurisdiction, they boast a rich selection of goods. Rizomata’s Official [Culture] The Mechanism of Aether—The ultimate theory that can freely interfere with Aether itself. Everything in the world is constituted by the sublimation, reduction, construction, and decomposition of Aether, and by freely manipulating those processes, one can, in theory, control Aether and thereby all matter at will. It is the final destination of modern magecraft pursued by magicians worldwide. In the late period of the ancient Geraios civilization, the “Codex of the Heavens,” cre

Rita Mordio [Person] An Imperial direct-research magical device researcher residing in the scholarly city of Aspio. She entered the path of research from a young age and at 15 earned the title “genius magic girl.” She inherited her research from her mother, who was also a mage, and dotes on the magical device she keeps at home, calling it “Victoria.” Having never known her father and having lost her mother in childhood, the magical device has been with her since she was young and is like a sister who grew up with her. As seen in her saying “magical devices do not betray,” she has lived without caring for others and devoid of affection. Because of that, she is often perplexed by finding herself concerned for Estelle. Seeing Estelle perform healing arts without a magical device made Rita aware of that peculiarity early and piqued her interest, but after becoming friends she repeatedly tried to stop Estelle from seeking the truth even at the cost of her own life. Later, taking inspiration from the “Codex of the Heavens,” she discovered a way to save her and showed a method to save the world without Estelle’s sacrifice. She hates anything that lacks intelligence or is illogical. Despite that, she surprisingly has a superstitious side, such as writing names on money so it will return to her. Her catchphrase is “How stupid

Rich [Person] A taciturn man who runs the traveling inn “Adventure King.” His father was the only survivor of the Regin Reconnaissance Corps; inheriting his father’s will, he set out at age 15 on a journey to defeat a Gigant monster. Afterwards

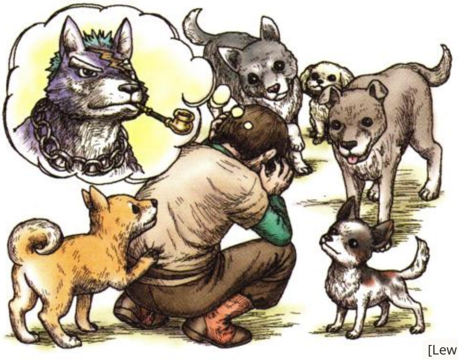
He wandered various regions for 13 years. Sworn on the sword bestowed to his father by Prince Regin, he is determined not to return home until he has completed all the slayings. Karen, who accompanies him, calls him “brother” and he calls her “sister,” but they are not blood relatives—they are childhood friends. They have promised to marry when t

Ribgaro [Other] A monster that settled in the forest south of Kapwanol. It was released by Governor Ragou for his perverse entertainment; he pretended to exempt people from heavy taxes if they defeated Ribgaro, and enjoys watching people recklessly attempt the hunt. Some say its horn becomes medicine and is prized. It tends to appear on rainy days. Ryune [Person] Clay’s fiancée living in the imperial capital’s aristocratic district. She loves children and plays with Ted and the other town kids. Her father once served in the knight order and is Clay’s mentor. She accepted a condition to take on tasks and depart as a condition of marriage, and she continues to wait for her lover’s return. Fisherman’s Stew [Recipe] A stew dish passed down among men of the sea everywhere. Patty, seeing a food stall about to close due to lack of a signature dish, made this fisherman’s stew the signature dish and firmly captured the hearts (and stomachs) of those visiting the port town. Although it looks like a haphazard mix of miscellaneous seafood, in truth it has a depth that captivates everyone—like a mother’s lo

Cooking Battle Invitation [Item] An invitation to participate in the culinary battle “Feast of Happiness” at Dungrest’s cooking stadium “Bistro Black Hole.” Participation in an exhibition match is permitted against Imperial-retained chefs and guild representatives in a friendly culinary showdown. In the battlefield of food reserved for top chefs, the battle that ignites tonight demands boiling passion, an ingrained sense of seasoning by feel, and hospitality to entertain the guests. Riri’s Morning Star [Legend] A legend in the Empire that inspired the guild “Riri’s Morning Star.” Among the siblings who saved the world from calamity, it refers to the brother who continues to watch the world from the sky. The event that inspired the legend was a past starfall, and “Riri’s Morning Star” denotes an artificial satellite in the sky that pairs with the surface region of Zaude. It is affectionately known to the public as the brightest star in the night sky. Ruins Gate [Guild] A guild specializing in excavating magical devices that cooperates with the Empire in places like Aspio and fights the earth day and night seeking ancient heritage. Its leader is the timid, scholarly man Raggi, nicknamed the “Hand of God.” His other face, the weapons dealer Jaeger, funnels the devices e

The situation progressed to the point of exacerbating the collapse of the Empire's power balance. However, most members are harmless excavation enthusiasts unaware of that fact. Lewis [Person] A member of the guild "Four Seasons." Poor sales performance led him to seek an impactful advertising performer, and he set his sights on Lapido. He's a good person but lacks push; scouting a dog in the bustling Daydon Fortress with limited guards among people coming and going suggests he may not really be suited to this job.....

Not only did he take it, but he was impressed by Don's audacity in keeping him close as a傻tainer for his own amusement, and he holds him in a respect that transcends their positions. Unable to die because of his heart magiteck, he lived as Alexei's pawn, obeying orders, but in a desperate battle with Yuri he found hope for life and later abandoned the name "Schwa-van." It seems he acts excessively frivolous, perhaps to play the role of "Raven," but his poor behavior with women appears to be his true nature.



[Lewis]

Lux Illumination Device (Lux Plastia) [Magic Device] A magical device that converts Aether into light energy for use as illumination. It is used by filling it with Aether. Its light is stronger and safer than flame illumination, but due to the high level of technology involved, it is not widely used. Leblanc [Person] A squad leader of the Empire Knight Order's Schwan unit. A stubborn, old-fashioned ascetic devoted to duty to protect the Empire's peace and safety. Although once a knight, he has trouble dealing with Yuri's freewheeling behavior that disregards them, yet he senses a consistent conviction behind Yuri's actions and, though he would never admit it, often ends up tolerating them. Along with subordinates such as Adecor and Bokkos, he is at odds with Kyumor. Raven [Person] A 35-year-old man belonging to the pinnacle of the Five Great Guilds, "Arrow That Pierces the Heavens." Known to those in the kn

is tasked with watching over the imperial VIP Estelle. However, the face he shows as a guild union executive is a facade; the real him is Shuvar

ソ・The captain-in-chief of the Imperial Knights, bearing the name Oltreyn. The name Raven and his vagabond-like appearance were created for his undercover activities to monitor the movements of guilds opposing the Empire. His spy work is top secret, known only to the knight commander Alexei. Not even his direct subordinates have been informed that he has two faces. However, his true identity was revealed

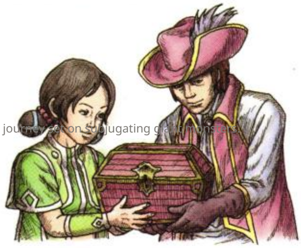
Regin Expeditionary Reconnaissance Corps [Organization] Also known as the Giant Monster Subjugation Unit organized by Prince Regin, the younger brother of the former Emperor Kurnos XIV. Regin, affectionately called the "Adventure King," was devoted to surveying and developing the imperial capital's frontiers and personally led expeditions. Unfortunately, the unit was annihilated and Regin himself died. Ritch and Karen's father, who ran the traveling inn "Adventure King," also fought bravely as members of this unit. Regin's regret was inherited by the two of them, sending them on a long journey set on subjugating giant monsters.

Renansra Rock [Place/Facility] A rocky outcrop built along the coastline in the central region of the Hypionia continent. Inside are countless tombstones for victims of the Black Hope incident. Concerned for the people who became victims of Alexei's experiments and died, turning into monsters, Cypher himself buried them and made the place his own grave. Along the coastline, as if mourning the dead, bright red flowers bloom in profusion.

Rerewise Ancient Fairy Cave [Place/Facility] A steep, deep gorge cut into the central part of the uncharted Wekea continent. The bleak rock faces are battered year-round by strong winds blowing from the valley floor, indicating an extremely harsh natural environment. The founders' lieutenants called this place, which represents the world's original landscape, the "Root" of the world. Fierce monsters swarm here, and it is also the lair of the founders' subchief, the Chrome Dragon.

Current Leakage [Other] The loss of aether due to mechanical failure or faulty wiring. When this occurs, it can cause serious trouble for magitechnical devices. When Raven, who has a heart magiteck implanted, enters a hot spring, Yuri genuinely worries. Since he relies on the magiteck to maintain cardiac function, if leakage puts his life at risk, then no matter how sleazy, cold-hearted, or a habitual peeping old man he may be, the aftertaste is unpleasant...

Worker Regulations [Other] Rules to govern Heliod's workers. They state, "1. Absolute obedience to Lord Kyumol's orders. 1. Absolute obedience to the supervising knights' orders; those who cannot comply will be severely punished." For people who were dangled the impossible dream that they could become nobility through contributions to the city's construction by Kyumol, even such poor working conditions were seen as stepping stones to a prosperous life, and they worked diligently. After his death, under the supervision of Fren's squad, working conditions improved and a revised edition was promulgated. Its contents are as follows: "1. Take sufficient care of your health. 1. Do not overexert yourself at work. 1. Take moderate breaks to refresh." Ronchee [Person] Captain of the ghost ship Arselm. He set sail seeking the Pure-Crystal of Clarity that would bring peace to his homeland Yormgen, and after being shipwrecked he drifted for over a thousand years in the Inner Sea. The Pure-Crystal of Clarity, which was supposed to build a barrier magiteck in Yormgen as a r



・Wa-row

Wonder Reporter [Person] A mysterious reporter who appears from nowhere to cover Yuri's journey and writes detailed articles called the "Wonder Log." His reckless passion for scoops makes him a model journalist. Wonder Chef [Person] A godlike, elusive chef with divine hands. His love for cooking and knife skills are unmatched, but he has a very peculiar hobby of disguising himself as teruteru dolls or ducks to wait for someone who will inherit his recipes. His dream is to have his disciple win at the "Feast of Happiness" held in Danglestr.

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Tales of Vesperia REMASTER PERFECT GUIDE

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